

INQUEST GAMER 50 RPG DREAM TEAM MAGIC TALENT SHOW STAR WARS: EPISODE 7 JEFF AGAINST WORLD GAMEPALDOZA

50th ANNIVERSARY ISSUE!

# INQUEST gamer

INQUEST GAMER 50 RPG DREAM TEAM MAGIC TALENT SHOW STAR WARS: EPISODE 7 JEFF AGAINST WORLD GAMEPALDOZA

JUNE 1999

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The Gaming Magazine • 50

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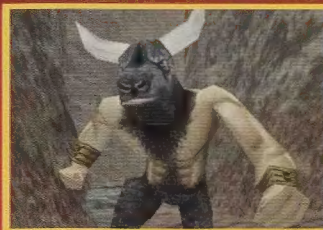
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Both gatefold covers come to us from legendary fantasy artist Larry Elmore. If you're looking to add some of the cover heroes to your RPG, check out our "Fantastic Four" feature on page 42.

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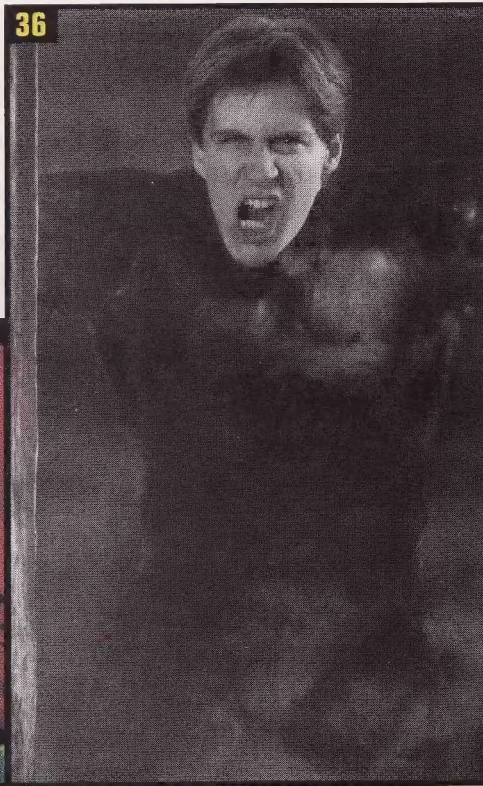
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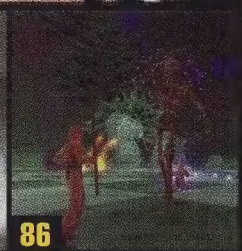
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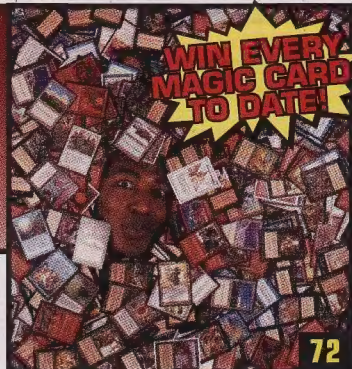
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Find Cow Nose and win a computer and a copy of EverQuest!



# Read 'em and Weep.



Look for foil-finished  
premium cards  
randomly inserted in  
select *Urza's Destiny*  
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The *Magic: The Gathering™ – Urza's Destiny™* expansion introduces two killer new ways to wreak havoc on your opponents:

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# 8,480 Hours

**INQUEST**  
**gamer**



"BRING OUT YER DEAD!" *InQuest* has somehow survived four-plus years. Don't ask how.

**T**hat's how long we've been slaving away in the *InQuest* offices these past four-plus years. We've seen hundreds of new games hit the market and companies rise and fall, but one thing's for certain: It's like a rollercoaster ride, with just as many highs as lows. That said, here's a taste of what it's like to work for *InQuest Gamer* as we give you our pros and cons of working in the gaming biz:

**PRO:** Have a *Magic* collection the size of Mount Rushmore.

**CON:** Spend vacation time sorting cards.

**PRO:** Cool freebies from gaming companies.

**CON:** *Spellfire* cards only go so far as organic fertilizer.

**PRO:** Bring home four-figure paychecks for playing games.

**CON:** In an effort to be up on things, endless hours of *Battle Cattle*.

**PRO:** College dormitory mentality around the office means hanging out over Taco Bell lunch, tunes

cranking on the radio and Nerf wars.

**CON:** College dormitory mentality means an office restroom like Jeffrey Dahmer's unplugged refrigerator.

**PRO:** Fans want our autographs.

**CON:** Fans want our autographs on certain body parts.

**PRO:** Frequent lunch meetings at fine dining establishments like Bennigan's and Chili's.

**CON:** Back at the office, only one gas mask available.

**PRO:** Working with creative and interesting people.

**CON:** 18 hours a day.

**PRO:** Getting into pre-release tourneys for free.

**CON:** Embarrassing ourselves by losing to 6 year olds.

**PRO:** Access to all online games.

**CON:** Blindness from screen radiation.

**PRO:** Gamers are very impressed with the gaming knowledge we have.

**CON:** Girls won't talk to us.

**PRO:** Can say stuff like "My weenie swampwalked, but was killed because of No Mercy" and boss understands you.

**CON:** Forget to turn off *Magic* filter, tell wife that "you pumped Serra at lunch" and sleep on couch.

**PRO:** We put out a jam-packed product we're proud of.

**CON:** Every month.

*[Signatures of the InQuest Gamer staff]*

The IQ Gamer staff  
Game Fiends



When *InQuest* debuted way back in April 1995, the *Magic* set burning up the shelves was none other than the thallids and thrulls of *Fallen Empires*, *Blood Wars*, *Doomtrooper*, *Galactic Empires*, *Jyhad*, even our ol' friend *Spellfire*, were other CCGs kicking around then too.

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**FAVORITE PERK AFTER 50 ISSUES:** Buttcheek-soft toilet tissue

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# Get a peek at Urza's Destiny.

## Prerelease Tournaments May 29, 1999

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Albuquerque	NM	505-265-6100
Anchorage	AK	907-272-4112
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Birmingham	AL	256-880-3726
Boston	MA	617-666-5799
Chicago	IL	847-724-9636
Columbus	OH	888-464-8881
Dallas	TX	316-946-1055
Denver	CO	303-366-3977
Detroit	MI	519-256-8084
Eugene	OR	541-485-0375
Honolulu	HI	808-596-8236
Houston	TX	713-680-1870
Indianapolis	IN	317-773-1370
Knoxville	TN	770-753-0030
Las Vegas	NV	801-232-6137
Lincoln	NE	402-434-5056
Los Angeles Area	CA	818-787-3708
Louisville	KY	888-464-8881
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Minneapolis/St. Paul	MN	920-623-2791
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San Francisco Bay Area	CA	650-947-0398
Seattle	WA	206-675-1608
St. Louis	MO	314-947-8330
Syracuse	NY	212-633-6320
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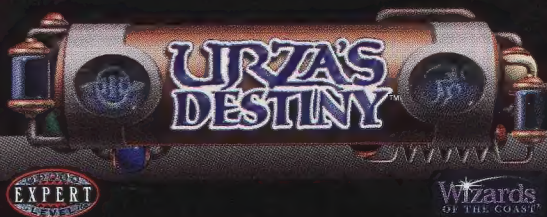
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tournaments . . . it is your destiny.**

Each attendee receives one commemorative *Urza's Destiny* card while supplies last, one *Urza's Saga*™ tournament pack, and three *Urza's Destiny* boosters.

Some cities will feature second-day overflow tournaments on May 30. Fees vary by location. Check with your local tournament organizer for further information.

Preregistration ends 5:00 P.M. local time, Wednesday, May 26, 1999.

For worldwide tournament locations and information visit <[www.sideboard.com](http://www.sideboard.com)> or call (800) 324-6496.





# LOVE... HATE... AND LEDERHOSEN...

*Yowza, 50 issues! Counting the mag you're holding, that's how many InQuests there have been. That's roughly 6,500 pages of gamey goodness. I prefer to think of it as 1.75 million words of whacked-out wisdom, but that's probably just me. Me? I'm Tom Slizewski—say it slow: "Tahm Joe•nz"—the new staff DL (Designated Letter-answerer). It's my job to sift through your letters each month and take the raw mud of your missives and shape it into the gleaming pillar of thoughtful debate that is Inquisition. Last month's "all chick" edition is just the type of cutting-edge journalism you can expect here every month. And to prove it, I called in some IOU's and got Mr. Bell Z. Bub himself, Satan, as guest DL for this milestone issue. Take it away, horned one...*

*Hi-ya kids! Like you, I love all things Magic. Except when they ban cards like Darkpact, that really burns my buns. But enough about me, let's hear what's on the minds of some of my future, uh... pals.*

## JOCK ITCH

Lately I've been catching some guff for playing *Magic*. Mostly, it comes from jocks who make fun of anyone different from them. These are the kinds of guys who would pay \$3 for a baseball card they can only stare at. I pay \$3 for *Magic* cards but I actually use them and don't just wait until they're worth something. So I ask you, who's more stupid?

*K. Krunch  
Cyberspace*

*All the jocks in my realm have to run laps for eternity around a really hot asphalt track—think supermarket parking lot in Arizona, in July, except hotter—in their bare feet with no "athletic support," while Magic players sit in the shade and taunt them.*

## LOVE

This is truly a good time for gamers. It's a good time for all gamers! Now thanks to the extended coverage of CCGs, RPGs and computer games, gamers finally have a great mag to call their own. I love your extensive coverage of my favorite, the *Star Wars CCG*, and the "IQ News" section is great, giving important info to the gaming community. Keep up the good

work. I love the new format.

*Aaron Conoly  
Princeton, Texas*

*His joyous nature displeases me, shall I fry him?*

*No, don't. He seems wise beyond his years. Also, he hasn't paid for his subscription yet.*

## HATE

I like your new format. Wait, let me rephrase, I would like your new format if I smoked enough weed and took some LSD! Why are you adding all this computer game crap? And why don't you ever talk about Palladium games? Their game system is best, excluding AD&D of course.

*Alex Calligan  
Cyberspace*

Why did you guys change the name to "InQuest Gamer"? It's stupid, and the layout sucks. Where's "Creative Campaigning"? Where's "Role Call"? And why the hell are you giving more coverage to *Magic*? That game is practically dead!

*Justin Paul  
Philadelphia, Pa.*

*Their whiny nature displeases me. Shall I fry them?*

*They won't be missed.*

## PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to [IQPenPals@aol.com](mailto:IQPenPals@aol.com) or mail it to us at: **I.Q. Pen Pals,**  
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Wait a minute Mr. Postman. Inquisition has received over 13,000 letters the past four years.

ANNIVERSARY FUN FACTS



?

# Kitty Letter

the **LETTER**  
of the **MONTH**  
as chosen by  
**COW NOSE,**  
the 50-pound cat

Five years ago, I was the kid in the back row of your math class that everyone thought was mute. Three weeks ago, I retired with the legacy as the best *Magic* player of my group. In the world's eyes I was nothing, but in *Magic*, I was respected, accepted and feared like Stasis itself. But then, a friend got in trouble, so I sold every card I had to help. And after five years of blood, sweat and mana, I have but one thing to say: Thank you Richard Garfield—not for this wonderful game, ingenious company or unique game system, but thank you, because every kid that played, at least for a moment, found the encouragement they should have gotten in life. From the Captain of the Lost, thank you.

**Brian Scott**  
El Campo, Texas

P.S. A friend asked if I regretted losing my collection. I replied, "No, but I should have bought more *InQuests* to read."

*You're a genius Brian. And there's a lesson here for everyone not wanting to live a life of regret: Buy more InQuests! I'm surprised, however, that with Brian's high-level butt-kissing skill—Richard Garfield and InQuest all in one short letter—that he's not at least the Colonel of the Lost.*

## BRING BACK MY STAR WARS TO ME

What's is going on with West End Games? I've been GMin *Star Wars* for two years now and buy at least six sourcebooks a year. I am a huge fan of both the RPG and CCG with a book collection of around 60 and a card collection of around 10,000. Naturally it brought me to tears when I heard about the bankruptcy filing. But what's happened since you first reported WEG's filing for bankruptcy? Please, please, please say *Star Wars* will be back. If you do, I will buy every Atog I see for the rest of my life and send them to you. If you don't, you're a buttweasel.

**Tim Sanderson**  
Cyberspace

*You dare call me a furry dweller of the anal region! I suggest you invest in asbestos underwear before we next meet.*

*Cool it, fiery one, and answer the question.*

*Hey pal, trying to get through to Lucas—film a month before the first "Star Wars" prequel release takes more magic than even I can muster.*

*The truth is, the Star Wars RPG continues to rest in limbo. However, WEG did put in an appearance at March's GAMA show (see "IQ News", page 18) so anything is still possible.*

## BLOODSUCKERS

WotC must think their customers are dumbass Kird Apes shelling out our hard-earned money for those precious foil cards. But not me! A friend of mine once said that he will stop buying *Magic* cards the day the packs include bubble gum. I am not going to wait that long. I will quit now 'cause I'm already dreaming about Peter "The Lcid" Adkison taking a bath in champagne and going nuts by counting the extra dollars he squeezed out of kids chasing those so called "premium" cards.

**Stefan Rather**  
Hamburg, Germany

*I like monkeys.*

*Primates rule! Especially Kird Apes and Simian Grunts.*

## TOP 5 REASONS TO KEEP THE HURLOON MINOTAUR

- 5) Has the best pick-up line: "I'm horny, but aren't we all!"
- 4) Only Anson Maddocks artwork that isn't twisted.
- 3) Tattoos are cool. Facial tattoos are doubly so.
- 2) Since Jordan's retired, the only bull worth watching.
- 1) No other card says "Do you play *Magic*?" in any language.

**John "Mace" Moesner**  
Dayton, Ohio

*Also, its face kinda looks like mine.*

*Tone it down, brimstone britches. You're going to get us in trouble. And speaking of britches...*

## LEDERHOSEN BOY

I'm a 14 year-old German boy and I missed about five issues of your magazine! Where can I get them? Oh, and before I forget, everyone in America thinks all Germans wear leather pants! But that's wrong! I'm living in Germany, not in Austria! I just wanted to set that point clear.

**Jens Riker**  
Germany

*Don't believe him. All German kids wear the lederhosen, it's the law. You wear 'em and you like it or you go to jail.*

*Aiii... Stop lying, or I'm gonna get fired. We've been getting lots of back issue requests lately. If you're interested in getting past issues of IQG just call (914) 268-3594 or e-mail wizmart@aol.com. Each issue costs \$6, plus \$2 shipping for your whole purchase, and some are in very low supply.*

*You summon the prince of darkness, but expect me not to lie? I should show you what "fired" really means.*

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**Burrrrrp! If you ate one copy of every InQuest, you'd have consumed a whopping 21 pounds of paper.**

ANNIVERSARY FUN FACTS



# In Search of...

## CARD BOXES



### InQuest Gamer seeks **REAL ANSWERS TO STUPID QUESTIONS**

To: Amulet Jewelry Catalog

I am searching for a box—inset with gems and/or having nice detail work and made of precious metal. This box will be used to hold my favorite 60-card *Magic: The Gathering* deck. Thank you for your time.

Yours truly,  
E.T. Dudley

*My only suggestion is a solid silver box I had hand made for a valuable gemstone. The box has a hinged lid and fleur de lis design on all sides. It weights about 5 ounces and is about 3 inches by 4 four inches by 2 inches. I want \$1000 for this one-of-a-kind box.*

Yours,  
David Dikinis, Gemologist

### ON THE BANNED WAGON?

I want to express my concern at WotC's recent efforts to ban the distribution of a shareware program called *Apprentice*, a virtual playing table for online gamers to meet and play *Magic*, design decks, etc.

I appreciate WotC's interest in protecting their intellectual property.

As they are a business, their chief aim is to earn a profit, and that is their right. However, I see banning *Apprentice* as unnecessary and possibly to their detriment. Through *Apprentice*, I myself have introduced several friends to *Magic*. These are people I do not get to see often who attend schools in other states. At my prodding, these people downloaded the program and tried it out, only to discover that they loved the game. Many of them have gone on to spend hundreds of dollars on *Magic*.

I understand that WotC may want to replace *Apprentice* with their own commercial version. If this is their plan, I hope that they include *Apprentice*'s developers in the creation of that product.

Charles J. Kowalski  
Trenton, Michigan

*I too love my apprentice. He does point-less menial labor under the auspices of being an "intern." What a dork! Right now, I've got him sweeping the floor in my condo—with a toothbrush.*

*That's not a real helpful answer, pitchfork boy. Let's talk with WotC public relations manager Kristine Szarkowitz—pronounced "Smith"—to get the real story behind the banning of Apprentice, the shareware program: "There is no banning. We entered into a cooperative program with Dragonstar to jointly develop the software. Apprentice and Netdraft are back on line and still free. WotC stepped in simply because we want to keep control of our property and not have Magic misrepresented. The most current version of these programs should be available at any of the popular Magic sites."*

### DIE INQUEST! DIE! DIE! DIE!

I was skimming through *The Duelist* recently, and in one section asking employees what they hoped to see in 1999, one of the editors said *InQuest*'s bankruptcy. Did you know that they hate you?

Stan James  
Lansing, MI

*Said wisher of bad tidings was Dungeon Adventures magazine editor Christopher Perkins. When asked about his comments he wrote us this letter:*

There have been concerns voiced about my desire to see *InQuest* vanish like David Copperfield's career, the dodo or *Troll* magazine. Well, I have three words for you, my friends: This isn't Poland. We live in America, the land of the free. I can decry *InQuest* and condemn the magazine to bankruptcy if I want to. It's called free speech; if that bothers you, go back to Warsaw. They don't have toilets there, but hey, you guys obviously like to dump your crap on other people anyway.

Stand, maybe you're too naive to understand the cutthroat, Doberman-eat-poodle nature of the gaming industry, so here's what I suggest you do: Pull the box of crayons out of your derriere—that's French for ass—and go back to shooting shaving cream up your nostrils, gluing four-sided dice to your forehead and looking at the pretty pictures in your shiny new *InQuest Gamer*. When you can show me your grade nine diploma and can handle really big words like "irony" and "satire," I'll give you a free subscription to a real gaming magazine and buy myself a flying pig.

*According to his associates at Wizards of the Coast, what Chris really meant to say was: "I facetiously replied 'InQuest's bankruptcy' when asked what I'd like to see most in 1999. The comment, made in jest, was never intended as an affront to InQuest, its dedicated staff, its loyal readers and the gaming industry in general. Truly, I would not wish bankruptcy upon anyone. The comment pointed to the growing and healthy competition*

#### CHAN CHI HO

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Likes: Magic, Netrunner

#### JOSHUA BALLARD

Male Age: 13  
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Likes: Magic, AD&D,  
Pokémon

#### MICHAEL CHASTAIN

Male Age: 15  
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Likes: Magic, Starcraft,  
Diablo

#### BEN ROSARIO

Male Age: 16  
6808 Infantry Post Rd.  
Ft. Sam Houston  
San Antonio, TX 78234  
Likes: Magic, AD&D



\$58,694. That's the combined value of all the grand prizes given away in *InQuest* contests.



between our respective magazines, but it was a jaded, smart-aleck remark. My sincere apologies to all who were offended."

## COFFEE BOY

I am interested in applying as an intern/coffee boy at *InQuest*. I have a lot of great ideas and a very creative mind. Also, I could live at the offices and guard them from burglars and other bad people. I'm 6'2", so I can reach things on the tallest shelves. But what's a "coffee boy" you might ask? A coffee boy is a person who makes and gives coffee to people who want it.

*Sam Fondry  
Exeter, N.H.*

*Thanks for the offer Sam, but we don't have many tall shelves and don't drink enough coffee to keep you busy. There is, however, often a line for the single*

*restroom here at InQuest. We'd certainly welcome a guy who wouldn't mind holding a bucket while a guy... You know...*

*Are you interested in any other internships?*

## HELP! SEND CARDS

I live in a remote area of Alaska, a town of about 20 people. My friends all play *Magic*, but I always win. They don't have good enough decks, I suppose. That's where you all come in. I would ask that you pass the hat around the *InQuest* office, and see if you can find a pile o' cards to help my beleaguered buds compete. They really need the help. They are Kina Smith and Ayaire Voorhees at Box WWP, Ketchikan, Ak 99950.

*Ethan Cantil  
Ketchikan, Alaska*

*We passed the hat for our Eskimo pals but regretfully it came back with*

*no Magic cards, just a Spellfire doorstop—also known as a starter deck—a powdered donut with a bite out of it, four AOL disks and a life counter that only goes to 19.*

*I could hook your friends up with all the Magic cards they want... Of course, they'd have to sign this piece of paper.*

## STICK A FORK IN PC MAGIC

What happened to Microprose's *Magic* for the PC? They haven't released the *Fallen Empires* cards and haven't said anything about future additions. The game needs numerous improvements as well, like adding higher resolution graphics and fixing some of the bugs.

And how about a *Dominaria Magic* online game? It could be like a cross between *Ultima Online*, *Baldur's Gate* and *Magic*. You could trade, duel, search around, build your deck, etc. It would be cool. Is Microprose planning any of this?

*Johnny Doericker  
Cyberspace*

*According to WotC: Microprose's Magic PC game will no longer be supported. There are no plans for future expansions or updates. The Magic team is currently working on the next online version of Magic. It's too early to reveal details, but they claim it will be the best computer Magic product fans have ever seen.*

*That concludes my time here, kids. Easiest soul I ever bagged. Remember, keep playin' Magic, and I'll be seein' ya.*

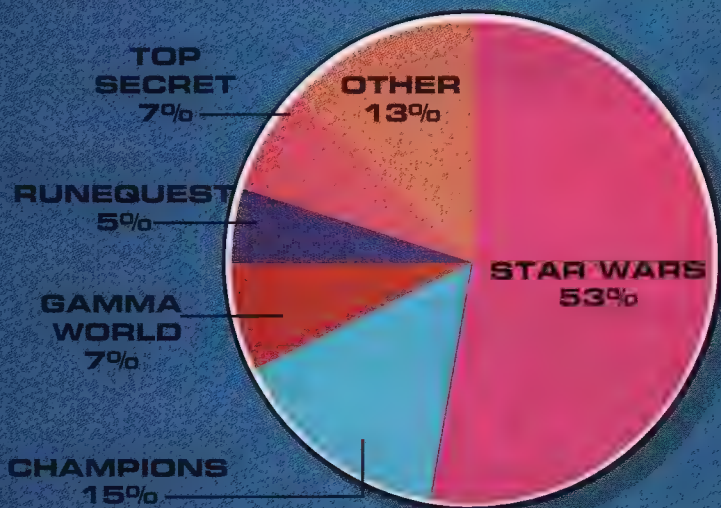
*I suddenly feel so empty. Hope you enjoyed "Inquisition," though. Have a good month and check back here in 30 sleeps.*

*Tom Sizewski*

*Anyone doubting Tom Sizewski has no soul becomes a believer once they see him dance.*

## Poll Position ONLINE QUESTION OF THE MONTH

IF YOU COULD BRING BACK ONE DEAD RPG, WHICH WOULD YOU CHOOSE?



Fans definitely want their *Jedis*, and while the future of that game is up in the air, our second place finisher, *Champions*, is due for a new edition real soon. The biggest surprise, over half of the "other" votes wanted to see TSR's old, non-Saga *Marvel Super Heroes* and *Mayfair's DC Heroes* back in print. And while there's not much hope for a new *Marvel* game, the *DC Heroes'* system is in use right now in *The Blood of Heroes* RPG. You can check it out at the publisher's website, [www.PulsarGamesInc.com](http://www.PulsarGamesInc.com).

Send yer letters to:  
**InQuestMag@aol.com** or  
**INQUISITION**  
151 Wells Ave.  
Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.



There have been 178 original, playable *Magic* cards printed in *InQuest* since issue #1. That's enough for a set all entirely on its own—in fact, it would contain more cards than 10 of the sets in *Magic*.

ANNIVERSARY FUN FACTS



What's happening  
in the world of gaming...

# news

## Viva Las Vegas

### JACKPOT OF NEW GAMES ANNOUNCED AT GAMA TRADE SHOW



HOW DO I PLAY!? (Clockwise from  
left) *Tomb Raider*, *Wheel of Time*  
and *VOR* games announced.

Elvis was not in the building, but elves were. Considering the building was the Orleans hotel in Las Vegas and it was hosting the annual Game Manufacturers of America (GAMA) trade show, that's not surprising. It's at this show every spring that roleplaying and other hobby game companies announce their new products and show off their latest wares. From what we saw, this year's game crop looks promising, not a hound dog in the bunch:

- The biggest news came from Precedence Entertainment, which not only announced a projected October release for a CCG based on Robert Jordan's *Wheel of Time* fantasy book series, but also a *Tomb Raider* CCG due out at Gen Con. Precedence plans to have roleplaying games based on both properties out early next year. Winter '99 should also see a revision of their *Immortal* RPG and two expansions for the *Babylon 5* CCG and a new non-collectible *B5* card game.

- *Feng Shui* will be back on store shelves in August now that it's been acquired by Atlas Games. This RPG has been much missed since Daedalus Entertainment went belly up. Sequel games to the hits *Lunch Money* and *Once Upon a Time* are rumored to be in the works for the year's end.

- At Hero Games, things are gearing up for a Gen Con release of *Champions, Fifth Edition* as well as *Champions: New Millennium, Second Edition*, which will include both Hero System and Fusion stats. Also, look for the anime-based *Dragonball Z* RPG to show up using the Fuzion system. Hero also hopes to make a splash with their line of software for creation and conversion of game stats; featured games include *Deadlands*, *Call of Cthulhu* and *GURPS* among others.

- Hubris Games did well enough with its first edition of *Maelstrom* RPG to warrant a second. This August release will be a "big fat" product in the words of company president, Christian Aldridge, with a complete world setting and revised rules.

- And speaking of maelstroms... FASA's big release for August of '99 will be *VOR: The Maelstrom*, a sci-fi/fantasy, character-based miniatures game where players can play anything from mutant Soviets to psionic, alien martial artists to a bright and shiny version of the undead. FASA will also be releasing a *Shadowrun* quick-start guide to get players into their best-selling game fast. It should retail for about seven bucks.



In February '96, Fred Fields' beckoning mummy artwork on *InQuest* #10 won an award for best newsstand magazine cover. The award plaque still hangs above Managing Editor Tom Slizewski's desk, right next to our custom-designed Atop Pez dispenser.

ANNIVERSARY FUN FACTS



# INSIDE



**EATING ON THE RUN** In *VOR: The Maelstrom*, you can be anything—even a chicken.

the table to determine combat. Trust us. You have to see it to understand it. Later in the summer, *Thunder's Edge* will give players the chance to dominate a planet of the same name by any means possible—military, political and any number of ways in between. And since these guys never sleep, they're also releasing *Cthulhu Live*, Second Edition.

• Of course, there's plenty of *Magic* planned for '99. First up is *Urza's Destiny* in June. The next stand-alone set, yet-untitled, is scheduled for October. Otherwise, look for Wizards of the Coast/TSR to continue to celebrate

*Advanced Dungeons & Dragons'* 25th anniversary with memorial products like the revised *White Plume Mountain* and *Against the Giants* modules. *Pokémon* CCG cards continue to sell like candy to kindergartners, and June will see the *Jungle* expansion. Also from TSR this fall comes a cool dark conspiracy-themed supplement for *Alternity* entitled *Dark Matter*.

• Last Unicorn had fallen off the viewscreen but was at GAMA promising their long overdue *Star Trek RPG* supplements. This summer should see the Romulan box set, the long-awaited *Deep Space Nine RPG*, the "classic" *Star Trek RPG* and the *Dune RPG*, based on the works of Frank Herbert.

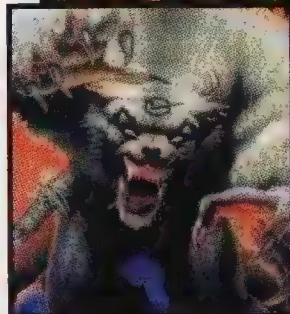
• *Conspiracy X* from Eden Studios is making waves with sourcebooks on new conspiracy types, the "New World Order" across Europe and *Area 51*, the latter due to come out as a box set at year's end. And while on the subject, Steve Jackson Games' *GURPS Conspiracy X* is nearing completion and due for release by Christmas.

• Holistic Design's *Fading Suns* RPG is also doing the second edition thing this summer.

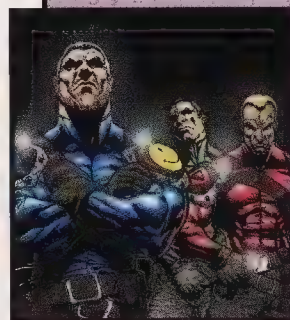
• And last, but definitely not least, Thunder Castle Games continues to add to its *Highlander* CCG franchise. Up next is a free online version of the game.

*InQuest Gamer* will keep you posted as all these projects develop over the next few months.

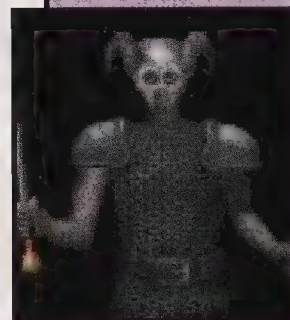
■ Brent Fishbaugh



**Digital Werewolves.** PAGE 22.



**Brave New World Coming.** PAGE 24.



**Record Sum Paid for RPG characters.** PAGE 26.

## PLUS:

**Battle.net is #1.** PAGE 20.

**Magic Grand Prix Primer.** PAGE 28.



# Battle.net King of Online Hill

## 2 MILLION-PLUS LOG ONTO BLIZZARD SITE

If you've noticed an increase in the number of busy signals you receive when calling into your internet service provider, it's probably because game jockeys are jamming the phone lines.

Blizzard Entertainment's online game service, Battle.net, has logged more than 2.1 million users in the first two months of this year, a 50 percent increase from last year. This huge traffic volume has made Battle.net—home of the immensely popular *Starcraft: Brood War*—the world's largest Internet playing venue with peak hours topping out at more than 50,000 players competing simultaneously.

According to Bill Roper, director of third party development at Blizzard, "We believe that the combination of excellent games, ease of access and the fact that the service is free to our customers have been key factors to making Battle.net so popular."

According to Roper, the industry has really just started to take off, much to the delight of gaming fans across the globe. "The quality of games that can be played online has continued to rise, as well as the quality of the services that support these games. When you combine that with the ability to instantly meet and play against hundreds and thousands of gamers across the world as well as get involved in a community of people who have the same interests as you, it is no surprise that playing online has become so popular," he said. What is surprising is that the United States is not the number one market for Battle.net, it's South Korea. The United States is currently number two. ■ *Chuck Bednar*



**JACK IN** Thousands of gamers are hooking into battle.net.

## WE LOOKED IT UP...



### ACOLYTE (ack•ah•lite)

1. An attendant or assistant, like an altar boy. 2. The highest minor order in the Catholic church. 3. Multani's Acolyte: Green Urza's Legacy 2/1 creature that allows you to draw a card when it comes into play. 4. What vampires say when you point a lantern at them. ■

## WotC Growing into Miniatures

Being top dog in collectible card and roleplaying games isn't enough for Wizards of the Coast. The company that owns *Magic* and *Dungeons & Dragons* recently announced it is going full-force into miniatures.

"We've [TSR] really been in the miniatures field for 20 years. Almost since the beginning," said Peter Adkison, president of Wizards of the Coast, the company that owns TSR. Until the end of 1998, Ral Partha, a leading miniatures manufacturer, produced official *D&D* miniatures under license.

"The only difference now is we're taking miniatures in-house. I believe we have much better capability to distribute and market them," Adkison said.

Wizards of the Coast-produced miniatures will likely be marketed under the WotC brand name. Bob Watts, a long-time leader in the miniatures field, will join Wizards of the Coast as a vice president to head up the brand. Watts served most recently as president of Ral Partha. Prior to that, he owned and operated Heartbreaker-Target, a miniatures games manufacturer best known for the *Warzone* game.

Fans shouldn't be much affected by this change, except that minis are more likely to be available at local hobby stores. ■ *M.R. Goode*



**LEAD HEADS** WotC will start making *D&D* minis.



The concept for *InQuest* began four and half years ago over a bag of potato chips. Editor Mike Searle taught Editor-in-Chief Pat McCallum and Specials Editor Doug Goldstein how to play, gave them each an all-commons, *Unlimited* deck and the ideas started flowing from there.

ANNIVERSARY FUN FACTS



# PC Apocalypse

## WEREWOLF COMPUTER GAME LOOKS LIKE A HOWL

**W**erewolves are real. At least you'll think so after loading up ASC Games' latest computer offering this fall.

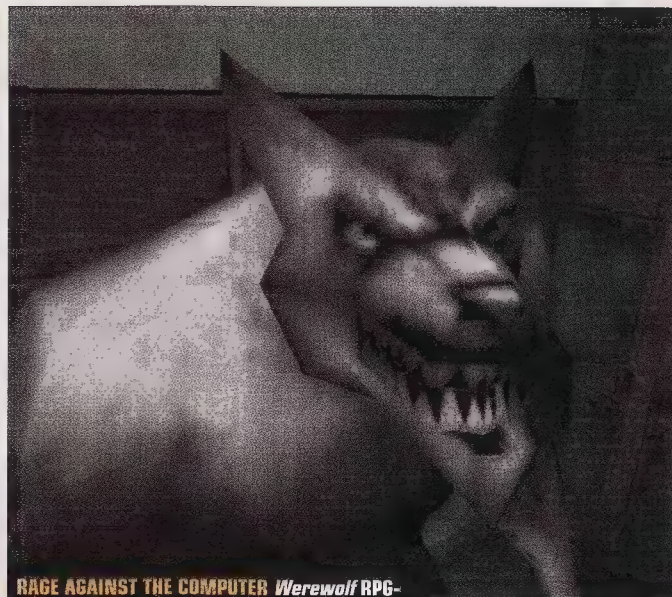
The twisted minds that produced the innovative 3D shooter *Sanitarium* are hard at work on their latest reality-warping project—*Werewolf: The Apocalypse, The Heart of Gaia*. Based on the White Wolf roleplaying game of the same name, this first-person action game sets you up as a fledgling werewolf.

Fans of the roleplaying game won't be disappointed; the design team is led by gaming veteran Travis Williams, one of the RPG's original authors. *Heart of Gaia* uses the *Unreal* engine as its backbone, but this is not your typical shooter. For starters, it introduces character morphing technology. As Williams points out, "You can't make a game about werewolves if you're gonna cheese-out on the morphing."

You can freely change among three forms. The homid state is your human form, which offers the advantage of letting you use firearms. In the lupus wolf form, you can run faster, fit through narrow spaces and track your prey by scent. And in the half-man, half-wolf crinos form, you are nine feet of pure destruction. Morphing between forms is fluid, and an integral part of the game. You can change forms at any time, even while jumping. In fact, some of the game's puzzles can only be solved by switching forms on the fly.

*Heart of Gaia* starts out as a quest for vengeance, but turns into a desperate search for the title artifact and a face-to-face showdown with the Wyrms, the werewolves' greatest foe.

As you advance through the game you are rewarded with potent spell-like abilities—abilities like wasp talons, which sends



**RAGE AGAINST THE COMPUTER** *Werewolf* RPG-based PC game introduces morphing technology.

a swarm of insects to encircle your foe, causing damage and setting you up for a lethal attack, and "Blur of the Milky Eye," which can render you invisible—useful in those rare instances when direct confrontation isn't the answer.

*Heart of Gaia* also offers a deathmatch multiplayer option, where you can choose to be from one of several tribes—each with its own special powers. For more information, be sure to swing by [www.ascgames.com](http://www.ascgames.com), where you'll find the latest updates every full moon. ■ Jeff Hannes

## BLAST FROM THE PAST A LOOK AT OUR FAVORITE CLASSIC GAMES

**NAME:** *Wolfenstein 3D*

**ORIGIN:** Id Software 1991

**TYPE:** Computer Game

**CONCEPT:** You're B. J. Blazkowicz, a prisoner of the Nazis being held in the dungeons below a medieval castle. You escape from your cell and start plugging Adolf's finest in an attempt to stop German mad scientists from perfecting an unholy plan to raise an army of undead soldiers.

**LEGACY:** *PC Gamer* magazine voted it one of the eight most important computer games ever created. *Wolfenstein* paved the way for the modern 3-D shooter. It's the father of the megahit *Doom* and great-grandfather of current favorites like *Unreal* and *Half-Life*. Its combination of "realism"—your viewpoint was through the eyes of the character—and over-the-top violence made it an instant hit. Everyone, it seems, enjoys blowing away cartoon Nazis.

**TIME FRAME:** The year B.J. first blasted the bad guys saw the disintegration of the U.S.S.R. and the Rodney King beating in L.A. The film "Thelma and Louise" was golden at the box office, and the N.Y. Giants edged out the Buffalo Bills 20-19 in the Super Bowl. ■ Tom Slizewski



*InQuest* lost its staples beginning with issue #30 in September of 1997, almost two years ago. In the most famous of staple losses, *Playboy* lost its almost exactly 12 years earlier in October of 1985.

ANNIVERSARY FUN FACTS



## JURY BOX WE REACH A VERDICT



## THUMBS UP

**NEW CCGS, FINALLY!** Few new CCGs have been published since *Magic's* play methods were patented. That looks to be changing with *Precedence* announcing *Tomb Raider* and *Wheel of Time* CCGs. *Chronicles of Amber* and *No Quarter*—the CCG related to the *Seventh Sea* RPG—are also in development.

**HASBRO** The toy and game mega-giant looks to be serious about becoming a player in our hobby. Products like *Diplomacy* with metal pieces and an updated *Axis & Allies* has us drooling with anticipation.

**ULTIMA ADD-ONS** Cool additions like the new evil and good special powers are keeping this online game competitive in a rapidly growing field.



## THUMBS DOWN

**UNGLUED II CANCELED** Bye-bye B.F.M., bye-bye Squirrel Farm, bye-bye Poultrygeist. You made us laugh, you made us cry, you just didn't make people buy.

**NEVERQUEST** When you actually get to play the newest multiplayer online game, *EverQuest*, it absolutely rocks. But with insufficient capacity, the title

seems to refer to how long it takes to log on. And don't even get us started on server lag.

**DIVIDED WE FALL** The hobby game industry stands together only once a year, at the GAMA trade show. It's a shame when big companies like Palladium Books, of *Rifts* fame, and White Wolf—*Vampire*, et al.—choose not to attend. We missed ya.

## CONTEST WINNERS

ED McMAHON IS ON THE WAY!

## NAME YOUR PRICE

Corey Woodall from the great white north—Victoria, BC, Canada—guessed within \$3 to win the nearly \$5,000 worth of games.

## DEAD MAN'S HAND: MESS O' SQUIRES

Austin, Texas' R. Boney and A. Nelson tag-teamed the correct answer to this brain bender and pinned down a box of *Urza's Saga* boosters. ■

## Pinnacle Creates Brave New World

## "PARANORMALS" FOCUS OF NEW RPG

"Ask not what your country can do for you; ask what your country might do to you." That's a quote from President-for-Life John F. Kennedy in the fascist America of *Brave New World*, the upcoming superhero roleplaying game from Pinnacle Entertainment, the makers of the *Deadlands* RPG.

Matt Forbeck, president of Pinnacle Entertainment and the lead designer of *BNW*, describes the setting as "a world in which basic human rights don't get much more than lip service, and you play one of the few people with the power to do something about it." The United States has been under martial law since a team of disgruntled superhumans attempted to assassinate President Kennedy in 1963.

Today, civil rights and personal liberties are largely a thing of the past—especially if you're a paranormal "Delta." Either you register with the government and possibly get recruited or you become a Defiant, an outlaw dedicated to restoring democracy to a nation that's been brought up to fear you.

Unlike many superhero RPGs, *Brave New World's* system isn't designed to handle every power imaginable. "Most superhero roleplaying games seem to be about simulating the entire breadth of the world of comic books," said Forbeck. "We're more interested in telling this particular story." Players choose their powers from preconstructed packages—super-strength, flight, invisibility—which are designed to be internally balanced.

Each supplement will feature more power packages, allowing for additional depth in character design. Pinnacle has support products for *BNW* lined up well into next year. After the release of the core rules will be a gamemaster's screen, followed by *Ravaged Planet*, which fleshes out the game's dark setting. Three organization sourcebooks are next: *Defiants* talks about the rebel Deltas and their fight for liberty, *Delta Prime* details the government's quasi-military superteam and *Triumph, Inc.* is a hero-for-hire organization that rents out registered Deltas to the highest bidder. *Brave New World* will debut at this year's Gen Con convention in Milwaukee, Wisconsin, the weekend of August 5-8.

■ Jason Schneiderman



SUPER "MAN" *Brave New World*: not your cliché superheroes.



As of issue #49, *InQuest Gamer* had published over 6,600 pages of text; that's almost five times the length of the Bible.

ANNIVERSARY FUN FACTS



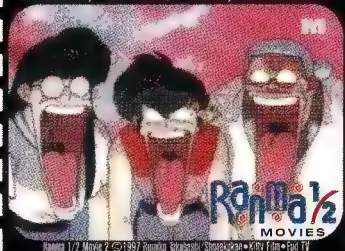
# It's Time to Laugh!!



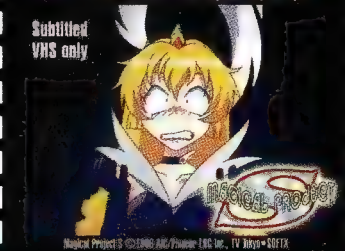
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# RPG Characters Sell for \$2,025!

## ULTIMA ONLINE ACCOUNT AUCTIONED FOR RECORD SUM

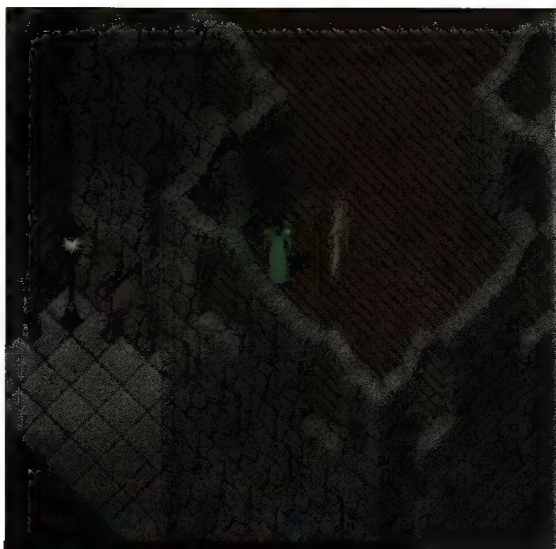
It's every gamer's dream come true—selling your roleplaying characters for big money. Now, *Ultima Online* is making it a reality.

Accounts from the popular online RPG are selling briskly on internet auction services like eBay ([www.ebay.com](http://www.ebay.com)). The flood of sales began after a player known as Turbohawk sold his account in March for \$521. It included five high-level characters and more than a half-million gold pieces. "This is the best game on earth and I wish I had the time to play," he wrote after the sale. "But I don't have time to play anymore."

That sale was dwarfed two weeks later when Michael Hanson sold his account for a whopping \$2,025! "It was worth more than that to me," Hanson said. "I've been playing since November of '97, but wanted more free time to play other games." His account included a half-dozen high-level characters—a grandmaster mage and blacksmith among them—plus a placed castle, a keep deed and more than 2.5 million gold pieces spread over several servers. Bidding on this account started at \$50. Most accounts offered on eBay start in the \$50-\$300 range.

According to David Swofford, a spokesman for Origin Systems, the game's publisher: "We're thrilled and fascinated by the sales. It's unprecedented that people are paying real money for virtual real estate." Swofford believes most of the sales involve active players who've reached a plateau in the game they can't or don't have the time to get past. "Also, strategic real estate is hard to get in the real world and in *UO*. The only way to get things like castles in primo locations is to buy them," he said.

*Ultima Online* is set in the virtual fantasy world of Britannia and costs \$10 a month—plus the \$50 cost of the game—to play. In addition to the monetary investment required, *UO* is played in real time, and it takes months to build-up a character's skills and wealth. Because of these factors, *UO* accounts will likely be in high demand as the game continues to grow. *UO* pioneered pay-to-play massive online fantasy roleplaying and has reached 125,000 active accounts as of April '99. ■ Tom Slizewski



**LOCATION, LOCATION, LOCATION** *Ultima Online's* virtual real estate is selling for big bucks.



**BIG BUCKS** \$2,000 will get you 2.5 million gold.

*Ultima Online*™ & © ORIGIN Systems.



We always give all kinds of cool inserts away each issue. The heaviest? The oversized Chaos Orb from issue #12. The smallest? The mini Jawa card from issue #49. The most expensive? The first *InQuest* board game, *Maelstorm*, at a whopping \$20,000.

ANNIVERSARY FUN FACTS



# Race For Glory

## MAGIC GRAND PRIXES A DASH FOR CASH

If you want to go to the big party, you gotta be invited. That's the way real life works and it's no different in the world of professional *Magic*.

And unless your name is on the "Top Guns" chart to the right of this article, you gotta earn an invitation. But that's not as tough as you may think. If you're serious about battling your way into the Pro Tour, your best bets are *Magic* Grand Prixes. Your chances of scoring a Pro Tour invitation at a Grand Prix are about as good as it gets, since the top eight players—instead of the top one or two at a Pro Tour Qualifier—get invites.

Even if you're not looking for an invitation, the cash prizes at a Grand Prix are worth the effort, with the top player netting \$2,400, and the other top 15 players splitting \$15,000; prizes are a bit smaller for Grand Prixes not held in the United States. And with 10 Grand Prixes scheduled so far in 1999—with more to be finalized later in the year—in eight different countries, sooner or later, one of these will take place near you.

Of course, the cash and Pro Tour invitations mean Grand Prixes are among the biggest *Magic* events; it takes two days of grueling play to determine the top players. And since players can also score Pro Tour points for doing well at a Grand Prix, many professional-level players attend and the competition is tough. On the up side, if one of the top eight players is already qualified for the Pro Tour, the invitations are passed down to the next non-invited player.

This past March saw two *Magic* Grand Prixes:

At GP Vienna, Austria, 350 players met at the Hofburg, a gorgeous 19th-century building in the historical city, to see who would bag the money and invitations. Emerging victorious was Kai Budde, the undisputed master of European Grand Prixes. He'd earlier won GP Barcelona, Spain, and come in second at GP Birmingham, England. In fact, he's the only player ever to win consecutive Grand Prixes. The most amazing thing about Budde isn't his Grand Prix successes, though, it's his humility. You'd think winning two major events would build some well-deserved pride in his ability. But *Magic* has taught him the foolishness of pride. "I'm the world's biggest scrub who keeps getting lucky at



**KING OF KANSAS** Brilliant sideboard strategy helped Mark Gordon win Grand Prix Kansas City.

GPs," he said. "After Vienna, I played a tournament using my winning Tide deck and lost every match!"

Closer to home was GP Kansas City, Kansas, the last opportunity to qualify for the next big Pro Tour in New York, the last weekend of April. More than 450 players showed up for this final opportunity to make it to the big time. Mark Gordon proved to be the man to beat. He took the top spot by deftly playing a basic Sligh deck. While his deck was fairly standard, his sideboard strategy was brilliant; in the last round of Swiss play, he used all 15 cards from his sideboard to defeat a "CounterSliver" deck—removing most of his creatures in exchange for Pyroblasts, which counter blue spells, and the legal maximum of four legal Anarchy, which buries white creatures. This allowed him to destroy all his opponent's dangerous white/blue Crystalline Slivers—the ones makes all slivers untargetable. These were key to his opponent's deck and removing them assured his victory. ■ Rick Moscatello and Alex Shvartsman

## KAI BUDDE'S GP-VIENNA WINNING TIDE DECK

### BLUE

- 2 Arcane Denial
- 1 Brainstorm
- 4 Counterspell
- 3 Frantic Search
- 4 Force Of Will
- 4 High Tide
- 4 Impulse
- 3 Merchant Scroll
- 1 Mystical Tutor
- 1 Palinchron
- 3 Stroke Of Genius
- 4 Time Spiral
- 3 Turnabout

### LAND

- 3 Volcanic Island
- 1B Island
- 4 Thawing Glacier

### SIDEBOARD

- 4 Hydroblast
- 1 Mountain
- 2 Null Rod
- 4 Ophidiens
- 4 Pyroblast



**KEYS TO VICTORY** These cards won the day for Kai Budde and Mark Gordon at GPs Austria and Kansas City, respectively.



# Big-time Magic 1999

**R**eady to try your hand at pro level *Magic*? Here's a rundown of the top events remaining in 1999. The next Grand Prix will be in Amsterdam, Netherlands, from May 15-16. After that, it's on to Washington D.C., June 18-20. Formats for these are undetermined. There will be several more GPs throughout

the year, but times and places aren't definite. Locations being considered are Memphis, Tennessee; Sydney, Australia; and Porto, Portugal.

You've likely just missed Pro Tour New York, held in Secaucus, New Jersey, April 30 through May 2. But you have plenty of time to qualify for the next PT, in Chicago, September 25-27. This will be Limited Booster Draft format and have the usual \$150,000 purse.

Before that will be national tournaments in most *Magic*-playing countries. In the U.S., the Nationals take place the 4th of July weekend at the Origins

convention in Columbus, Ohio. Rochester Draft format will be used. To get to play in the nationals, you must have a Standard/Limited DCI rating above 2,000—the exact number will be determined in May—or qualify at the convention prior to the Nationals starting.

The 1999 *Magic* season will wrap up with the World Championships, held in Yokohama, Japan. This six day event will test the endurance and skills the top *Magic* players in a wide variety of formats, and top players will split a quarter of a million bucks!

■ Rick Moscatello



**TROPHY TRACK** This summer's premiere *Magic* events.

## TOP GUNS MAGIC SHARPSHOOTERS

### WORLD'S 10 BEST MAGIC PLAYERS

1. **BRIAN SELDEN**, San Diego, CA, USA  
DCI STANDARD RATING: 2144
2. **DARWIN KASTLE**, Allston, MA, USA  
DCI STANDARD RATING: 2082
3. **SCOTT R. JOHNS**, Northridge, CA, USA  
DCI STANDARD RATING: 2069
4. **GARY KRAKOWER**, Toronto, ON, Canada  
DCI STANDARD RATING: 2058

### 5. PLAYER OF THE MONTH

**JON FINKEL**, 20, from New Brunswick, NJ  
DCI STANDARD RATING: 2055

**JOB:** None

**FAVORITE MAGIC CARD?** Ophidian

**FAVORITE NON-MAGIC ACTIVITY?**

Poker

**NUMBER OF TIMES HE'S CHANGED**

**HAIR COLOR 2** (to red then blonde)

**NICKNAME AS A CHILD:** Fink

**FAVORITE TV SHOW:** "Buffy the Vampire Slayer"

**BIO IN BRIEF:** Finkel has been a consistent top performer on the Pro Tour, scoring in the top 32 of every single Pro Tour event in which he played last year, and was named 1998 Pro Tour Player of the Year. His biggest *Magic* win was at the third PT NY, where he won first place and \$25,000. His most recent near-win was at PT LA, where he came in second.



FINKEL

6. **MICHAEL LONG**, Charlottesville, VA, USA  
DCI STANDARD RATING: 2046

7. **ADAM D. VINCENT**, Longwood, FL, USA  
DCI STANDARD RATING: 2044

8. **MIKE BREGOLI**, Southwick, MA, USA  
DCI STANDARD RATING: 2040

9. **CHRISTOPH O'LEARY**, Malden, MA, USA  
DCI STANDARD RATING: 2038

10. **GLYEB G. KOUMASINSKI**, Columbia, MD, USA  
DCI STANDARD RATING: 2047

## MAGIC UPDATES RULE CHANGES AND OTHER TECHNICALITIES

### GENERAL RULINGS

If two legendary permanents have different types (e.g. one is a creature, but the other has been affected by Soul

Sculptor), they are still subject to legend rules.

Under Fifth Edition rules, all lands have an implied "Play this ability as a mana source" tacked on to the end of each mana ability. Changing the permanent type of the land (for example, turning it into a creature) will not cause its mana source abilities to become instants.

Zuran Orb is unbanned in Type 1.5.

### SPECIFIC CARD RULINGS

If an opponent plays Fertile Ground on your land, you choose the color of the additional mana when you tap the enchanted land for mana.

If you put Transmogrifying Lcid on an animated Mishra's Factory, the Lcid will fall off at end of turn. This reverses an earlier ruling that said the Factory would become a 1/1 artifact creature indefinitely.

If Mask of the Mimic or Remembrance instructs you to search for a Clone, you must search for the creature the Clone was last copying. The same applies to all other such "copy cards."

### ERRATA

Booby Trap, Brink of Madness, Defense of the Heart, Hesitation, Impending Disaster, Mogg Bombers, Planar Collapse, and Second Chance should read, "sacrifice [this card] to [generate some effect]." For example, you can no longer use Second Chance's ability and still return the enchantment to your hand with Capsize.



# Coming SOON

RELEASE OF THE MONTH

## Shootout at High Noon

by Sean P. Fannon

**CATEGORY:** Collectible Card Game**FROM:** Five Rings Publishing**RELEASE:** May**COST:** \$9.99

**THE GIST:** Most people know that *InQuest Gamer* started out as a magazine primarily dedicated to collectible card games, and they're still a major love for everyone on the staff. As such, you gotta figure that any game that captures our imagination has got to be one of the best ever made; *Doomtown* is just such a game. *Doomtown: Shootout at High Noon* is your chance to jump on your horse, slap on your shootin' irons and ride into the fantasy/horror/Western town of Gomorra to make your fortune. Complete with two complete preconstructed decks, you and a sidekick can get down to business and join in all the fun without missing a step. No game does well if new players can't easily get involved, and this fully developed starter set is meant to make sure you can draw and flop with the best of them.

Newbies will find lots to love about this game. Not only is the story top draw and the characters cool beyond words, but the game play is the most unique and clever invented for the hobby. Anyone who knows how poker works will have an edge here, although it's still a very different game where strategy means more than luck. The right deck construction will mean a slick, fast game, but the wrong mix can mean the undertaker has yet another coffin to hammer together.

Although this is mainly a beginner set—100 cards of Law Dogs and Blackjacks—old hands will also find some of reason to grab this boxed set, since there are two cards totally unique to the box that you won't find in any boosters or other starters: experienced versions of Eddy Bellows and Corky Henderson. In other words, there isn't a *Doomtown* player, old or new, who will want to miss this *Shootout*.



**SLAP LEATHER** This introductory set will help new hombres get along.



Fred Fields has painted the most covers for *InQuest*—four including issue #10's voluptuous mummy, issue #21's evil Santa, issue #27's sand creatures and issue #35's werewolf. Seven others have painted two each—Stefano Baldo, Ed Beard, Brom, Clyde Caldwell, Larry Elmore, Anson Maddocks and Steve Stone.

ANNIVERSARY FUN FACTS



## Awakenings

**CATEGORY:** Collectible Card Game

**FROM:** Five Rings Publishing

**RELEASE:** June

**COST:** \$8.99 per starter, \$2.49

per booster

**THE GIST:** The world of *Legend of the Burning Sands* just got a lot more crowded. Not only are more people entering into the strange game of power and dominance, but now, there's a god about to wake up and smell the coffee. The underestimated, deceptively powerful Merchant's Guild has entered the fray with its vast resources and connections. And there's another group—less structured and more eclectic than the others—hell-bent on waking Lord Moon for its own nefarious purposes. Night in the desert is filled with new dangers, and those that sleep through it might wake up to find a knives at their throats.

## Clanbook: Salubri

**CATEGORY:** Roleplaying Game

**FROM:** White Wolf Studios

**RELEASE:** June

**COST:** \$12

**THE GIST:** Can't we all just get along? Apparently not, as the upstart Tremere continue their war of genocide against the only Kindred clan capable of actually healing anyone. With their founder, Saulot, dead and most of his followers having joined him in oblivion, the few that remain have, from necessity, turned from healers to warriors just to survive. Find out how this new direction changes them, as well as the many secrets they bear away from the hungry and ambitious who hunt them. This clanbook for the *Vampire: The Dark Ages* may be the most important as an entire clan faces annihilation. Why do they face this danger alone?

## Corporate Download Sourcebook

**CATEGORY:** Roleplaying Game

**FROM:** FASA Corporation

**RELEASE:** May

**COST:** \$20

**THE GIST:** Hostile takeovers in the world of *Shadowrun* tend to have high body counts and massive property damage. Entire financial empires can rise and fall in the aftermath of a corporate war, and the nastiest one to date finally ended after two years. Find out who's on top, who's buried and where your runner fits into it all with this complete overview of the new face of corporate America. The war may be over, but there are whole new battles to be fought, and it's guys like you who'll be waging them. Whose creds are you gonna snag, and what will you have to do to get them?

## Grim Crusade

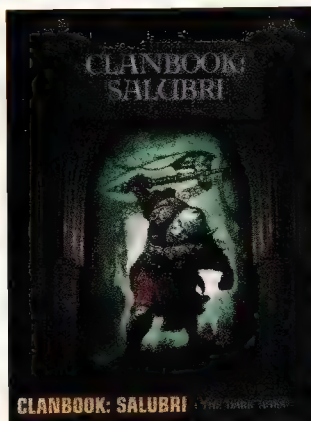
**CATEGORY:** Miniatures Game

**FROM:** Pinnacle Entertainment

**RELEASE:** May

**COST:** \$74.95

**THE GIST:** Toy soldiers were never like this! Undead



gunslingers and mad scientists with steam-powered flame-throwers blow each other away in this highly anticipated boxed set. Featuring the latest and greatest version of the award-winning *Rail Wars* rules, with all the extra stuff in one place, this is the ultimate starting point for anyone wanting to get in on the fun. The Pinnacle dudes love their toys too, and you'll find lots of miniatures, chips, cards and dice—as well as a mess of cardboard buildings your little guys can tear up and blow apart. Slap leather, saddle up and keep yer head down, partner.

## GURPS Who's Who Guide #1

**CATEGORY:** Roleplaying Game

**FROM:** Steve Jackson Games

**RELEASE:** May

**COST:** \$19.95

**THE GIST:** *GURPS* has long provided us with game stats for everything cool and interesting in the universe—and a lot of stuff from lots of other universes too—and this supplement is no exception. Another excellent addition to any gamer's library, this is a collection of 52 of the most interesting and odd individuals in history. Personal histories, notable facts and wicked speculations accompany actual game statistics, making this a useful reference as well as a game sourcebook for almost any kind of campaign. Just how bad was Genghis Khan? There was a real Dread Pirate Roberts outside "The Princess Bride"? Time to find out.

## Jungle

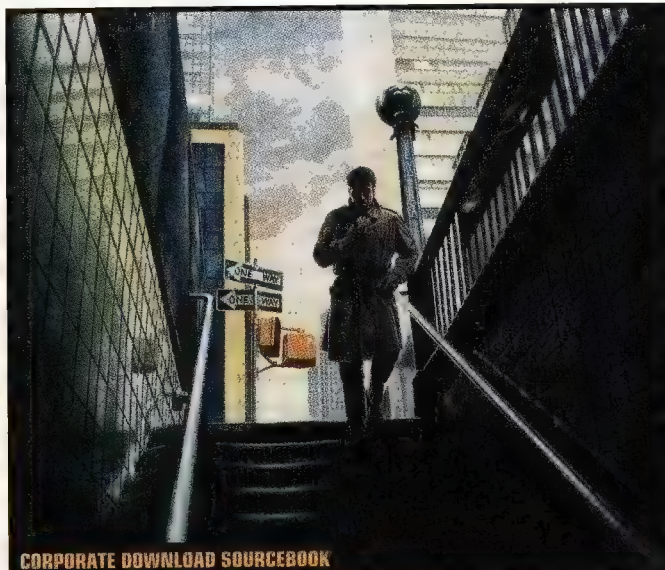
**CATEGORY:** Collectible Card Game

**FROM:** Wizards of the Coast

**RELEASE:** June

**COST:** \$9.99 per preconstructed deck, \$2.99 per booster

**THE GIST:** Hey, what are all these kids playing, anyway? It's called *Pokémon*, dude, and it's taking the collectible card game hobby by storm. Descended directly from the hit Game Boy game, you put together teams of your own monsters to do battle with whatever gang someone else wants to bring to the table. Simple,



CORPORATE DOWNLOAD SOURCEBOOK

Corporate Download Sourcebook™ & © FASA Corporation © White Wolf





but scads fun! This expansion features 48 new cards—among them, some ultra-rare holographic cards that feature major cool “super-attacks.” Collectors will be clawing at the doors for this one, and the neighbor’s kids will whip your tail if you’re not ready, so be wary of yellow mice that give electrical shocks.

## Legacy of the Forge

**CATEGORY:** Roleplaying Game  
**FROM:** Alderac Entertainment Group  
**RELEASE:** June  
**COST:** \$9.95

**THE GIST:** The right hand of the Emperor has long stood for honor and victory on the battlefield. Unfortunately, the enduring pride of the Lion is also its greatest flaw and threat, ever ready to tear the clan asunder from the inside as the families vie for triumph in an effort to prove who has the greatest honor. This adventure thrusts your *Legend of the Five Rings* characters into an intrigue-filled story where diplomacy is barely able to contain the fury of the wounded Lion clan and an empire-wide war looms on the horizon. Newly expanded rules for mass combat and the concept of bushido on the Rokugani battlefield play a pivotal role in the conflict.

## Monsters, Muties & Misfits

**CATEGORY:** Roleplaying Game  
**FROM:** Pinnacle Entertainment  
**RELEASE:** May  
**COST:** \$20

**THE GIST:** The wastelands of *Deadlands: Hell on Earth* are more dangerous than Friday afternoon traffic in Los Angeles, and this book contains the rundown on the nasty varmints that inhabit them. Everything from the slightly altered cybernetic battlehounds to the truly bizarre self-replicating bonebots can be found in the deserts that make up most of the world, which means there is no such thing as “too much ammunition.” No marshall should go without this book, as it gives you all you need to plot the ugly and radiation-scarred demise of your posse. Oops, did we say that out loud?

## Return to the Keep on the Borderlands

**CATEGORY:** Roleplaying Game  
**FROM:** TSR  
**RELEASE:** June  
**COST:** \$12.95

**THE GIST:** The first *Dungeons & Dragons* game I ever played had us stomping through this, the most famous beginning adventure in roleplaying history. TSR finally closes the circle with a complete update and expansion on many players’ favorite dungeon of all time, originally created by the godfather himself, Gary Gygax. It’s the Silver Anniversary, and the old Keep gets a face lift and whole new dangers to deal with. Updated to current *AD&D* rules and fleshed out with more adventure and excitement, this is one nostalgia run you can’t afford to miss. Even better, it’s still a fantastic starting point for a new campaign. For a sneak peek, check out this issue’s *Warriors of the Gray Queen* adventure module booklet which serves as a prequel to the *Return to the Keep on the Borderlands*.

## Siege of the Sleeping Mountain

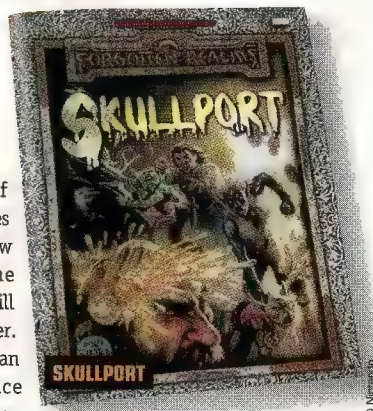
**CATEGORY:** Collectible Card Game  
**FROM:** Five Rings Publishing  
**RELEASE:** May  
**COST:** \$9.99

**THE GIST:** One of the most exciting CCGs since *Magic: The Gathering*, *Legend of the Five Rings* has captivated thousands of players around the world with its character-driven game-play, elegant rules and ever-expanding storyline. Official tournaments actually decide the fates of characters and even entire clans, letting the fans impact the future of their own game. You can get in on this wonderful community with this beginner-oriented boxed set, which features two preconstructed decks, revised and easy-to-follow rules and brand-new cards— including some exclusives. Glory to the Empire... and Bayushi Kachiko’s string bikini.

## Skullport

**CATEGORY:** Role-playing Game  
**FROM:** TSR  
**RELEASE:** June  
**COST:** \$18.95

**THE GIST:** The city of thieves called Skullport lives and breathes right below Waterdeep, with all the sights and sounds that will cause you fear and wonder. Described as a “subterranean Casablanca,” this place defines the term black market “underground” where people come to procure the obscure and accomplish those acts which fall under the gray areas of the law. Good and evil put friction aside here; everyone gets by as they can in a place with its own rules and way of life. As unique a place as Waterdeep is, this is 10 times moreso and a thousand times darker, so be careful not to tread its underground passages lightly. You could lose more than your wallet or you could lose your soul!



50 issues later, only four columns from our premiere issue are still around: Inquisition, Killer Decks, Swan Song and, despite a 20-month absence from June '97 to December '98, Card Stock.

ANNIVERSARY FUN FACTS



## The Mountains of Madness

**CATEGORY:** Roleplaying Game

**FROM:** Chaosium Games

**RELEASE:** June

**COST:** \$29.95

**THE GIST:** Nothing like the frozen wastelands of Antarctica to really drive you loopy! This epic *Call of Cthulhu* campaign that picks up where the classic Lovecraftian tale, "At the Mountains of Madness," left off. Miskatonic University is funding a more elaborate and better-equipped expedition to find out what happened to those poor souls that went before, as well as the mysteries that drove them to the end of the Earth. Set in the 1930s, this is pulp-era exploration and adventure with the kind of twist you can only find when elder nightmares are involved. Grab your earmuffs and beware of snow blindness!



ultimate fantasy game world map. The original still adorns many a gamer's walls, and now we have the map we've been waiting for ever since Greyhawk came alive again. At a wall-spanning 60" by 44", this is the largest map TSR has ever published, and it has everything. Every major road, boundary, geographical feature, man-made fixture and all the cool bits that make Greyhawk the most famous game world in the hobby are here. No Greyhawk GM, player or gaming fan will want to be without this.

## Worms!

**CATEGORY:** Roleplaying Game

**FROM:** Pinnacle Entertainment

**RELEASE:** May

**COST:** \$9.95

**THE GIST:** The *Deadlands* dime novels are cool combinations of fiction and game adventure, giving you a helluva good read as well as some excellent gaming material to use on your own posse. This one features Ronan Lynch, an undead gunslinger who just can't seem to quit the hero business, and his long-time pal Hank "One-Eye" Ketchum, a Texas Ranger who's too ornery to be afraid of anything. Mojave rattlers—think, big, BIG snakes—are harassing a town the two passing through, and when you cross these rascals with the bizarre, things can only go downhill for the peace-loving folk. Get the real deal on how things work in the Weird West.

*Sean Fannon's destiny is to go on a grim crusade to awaken the sleeping mountains of madness.*

## Urza's Destiny

**CATEGORY:** Collectible Card Game

**FROM:** Wizards of the Coast

**RELEASE:** June

**COST:** \$9.99 per preconstructed deck, \$2.99 per booster

**THE GIST:** Those nasty Phyrexians have met their match in the ancient planeswalker we all know and love, Urza. In one of the most successful story-arcs in *Magic: The Gathering's* history, we've watched Urza span the whole of Dominaria as he struggles to save his chosen lands from their evil threat. New preconstructed decks include a "Battle Surge" control deck, "Enchanter," heavy on blue creatures and enchantments, the black weenie "Assassin" deck and "Fiendish Nature" with its big green creatures and graveyard manipulation.

## Werewolf: The Dark Ages

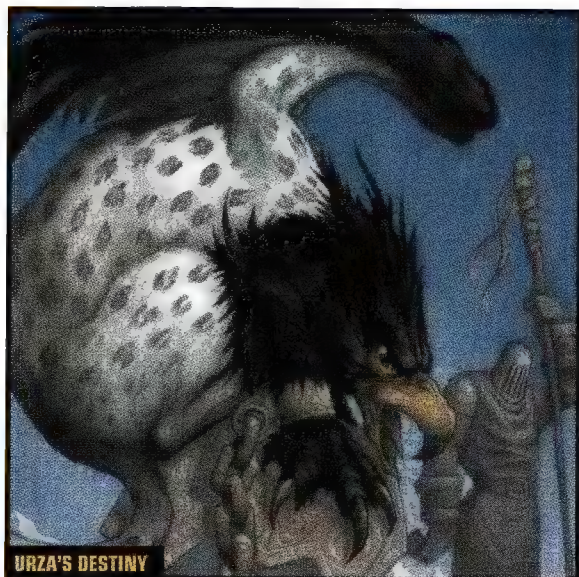
**CATEGORY:** Roleplaying Game

**FROM:** White Wolf Studios

**RELEASE:** June

**COST:** \$21.95

**THE GIST:** So, there you were, the dread dark lord, living the high life in your gloomy castle as the peasants meekly served your every whim and comely lasses from the village kept the ol' blood flowing just for you. Suddenly, this huge dog barges onto the scene, stirs the peasants into a frenzy and eats your best ghouls! Even in the heyday of vampire dominance, the werewolves run free and wild in this supplement designed to bring *Apocalypse* players into the Dark Ages. Find out what tribes are running where, how the Garou rule Man and what the battlefield looks like in the bad old days in this supplement for *Vampire* and *Werewolf* players alike.



## World of Greyhawk Campaign Map

**CATEGORY:** Roleplaying Game

**FROM:** TSR

**RELEASE:** June

**COST:** \$9.95

**THE GIST:** The "Great One" returns—the



In the first few issues of *InQuest*, the *Magic* Players Guide and Price Guide were one entity; card prices were listed along with their complete text and abilities. In issue #4, the guides were split, and the Players Guide was sorted by card type instead of set to make reference easier.

ANNIVERSARY FUN FACTS







# JEFF VS. THE WORLD

## ONE INQUEST GAMER *EDITOR* MAKES THE ULTIMATE MAGIC: THE GATHERING CHALLENGE

And the gauntlet was thrown.

Games Editor Jeff Hannes—known as much for his mouth as his prowess at gaming—offhandedly commented during lunch that not only could he beat any *IQ* staffer in *Magic*, he could beat all of us. At once. Not a team to pass up an opportunity to humiliate a co-worker, the *IQ* staff all took up arms to deflate the otherworldly ego that is...(cue reverb effect) Jeff Hannes!

**BY THE IQ GAMER STAFF**

**MIGHTY JEFF YOUNG** Horrible monster Jeff Hannes terrorizes the *IQ* staff (l. to r.): Mike Searle, Brent Fishbaugh, Tom Slizewski and Paul Sudlow.

Doering photo "King Kong" courtesy of Foto Fentases  
Headshots Paul Schreier





**PRAYING HANNES** Not even vintage cars from the '50s are safe from Jeff's wrath.

## THE RULES

Jeff can build a 60-card deck using any cards he wants, though he can only use one of any restricted card and no banned cards. The other four guys—seeing how it is a four-on-one slobber knocker—can only use cards that are the lowest of the low, cards which have a one-star rating in the *IQ Gamer Players Guide* (meaning they suck more than a White House intern).

## IT BEGINS (NOON)

After everyone gets an hour to build a deck and it's democratically voted on as to who goes first (it was 4-1, Jeff goes last), Tom begins the showdown by playing a Mountain and casting Goblin Digging Team. In the slim chance Jeff was high on peyote while constructing his deck and actually has some walls in there, Tom's got his number.

The rest of turn one sees Brent drop a Plains and a Miracle Worker (we don't know what it does either), Mike drop a Swamp, Paul a Forest and Jeff a Black Lotus, three Moxes and an Erhnam Djinn. This game already blows.

## FIRST BLOOD (12:15)

Mike's dead, Tom's at 14 life, Brent's at 18 and Paul still hasn't cast anything yet.

As Jeff sits back in his chair and smiles a smile so smug Ted Turner would call him arrogant, we wonder how it is that some players manage to separate their personal feelings from something that's "just a game" (read: we are so keying his car after this).

## SUMMONING SICKNESS (12:30)

We've killed Jeff's stupid Erhnam Djinn, but not before it brought Paul down to 16 life. The momentum seems to turn as a veritable tide of seldom-seen, undeniably worthless *Magic* creatures sit across the table from Jeff: a Kobold Taskmaster, Carrier Pigeons, a Marble Priest, Arctic Foxes, something called "Torsten Von Ursus," a Giant Turtle, a Water Wurm, Osai Vultures and Spreading Algae (which is really an enchantment, but what Jeff doesn't know can't hurt him... much).

## PSYCHOLOGICAL WARFARE (12:49)

After we actually hit Jeff for some damage, he casts Congregate followed by Wrath of God. Now with a little under 40 life, Jeff casts Time Walk and plays an Elvish Archer, a Pegasus Charger and a

Youthful Knight. We take this time to point out how truly unfun the game has been up until this point and how if Jeff truly cared about our feelings—his friends and colleagues—he'd concede the game now and go pick us up some sandwiches. It doesn't work and we're forced to continue this farce.

## HOPE BLOSSOMS (1:00)

As Jeff's delightful first-strike creatures whittle everyone down to single-digit life, Tom plays two, count 'em—two—Oath of Mages. As the black grip of despair is lifted from our lil' gamer hearts, Jeff pisses all over our parade by Disenchanted both of 'em. Ignoring our inquiries as to the truth behind his lineage, Jeff Swords to Plowshares his own Elvish Archer to get his life total to 40 "just because he can." We take another vote and in a similar 4-1 decision, name him the most annoying *Magic* player ever in the history of ever.

## GUINNESS CALLS (1:13)

Time seems to stand still as—for the first time since the fall of 1994—a Homarid is brought into play.



Only three games have been dreadful enough to warrant a rating of 1, the lowest "honor": *InQuest* reviewers are allowed to bestow. They are, in equal order of crappiness, *Dr. Who*, *J.E.D.* and *SuperDeck!* Believe it or not, *Spellfire* received a 3.

ANNIVERSARY FUN FACTS



## JAUNTY JINGLES (1:20)

Jeff, who's all but tuned-out the jingle we've written about him while he analyzes his every move for like an hour ("Woody Allen has an ex-wife, the lady's name is Mia, we hope Jeff joins the Navy and catches gonorrhea"), casts Regrowth on his Time Walk, recasts and then follows it with a Time Spiral. Somewhere in all this Jeff kills Paul and brings a Serra Angel into play.

## THE SHOWSTOPPER (1:35)

Tom plays a Mountain.

## PHILOSOPHY 101 (1:37)

Jeff sends his creatures into battle in an all-out blitz, only to have Brent cast Holy Day, the white equivalent of the combat-stopping Fog! Whoohoo! We take this time out to remind Jeff what Sun Tzu, the great Chinese philosopher of 4,000 B.C., said about *Magic: The Gathering* play strategy: "It is not how the soldier carries his sword that wins the battle, but rather how he carries Jeff's momma." We all giggle like small schoolgirls while Jeff just gives us this weird glassy-eyed stare. He's probably wondering if Sun Tzu really knew his mom.

## HOPE BLOSSOMS, THE SEQUEL (1:51)

Not only have we managed to kill most of Jeff's creatures, but Tom has another

Oath of Mages out and Brent's got an Akron Legionnaire—an 8/4 creature—standing guard! While both of their life combined barely hover over 10, it looks like the tide might yet swing back to "the good guys" (*Editor's Note: That makes Jeff. "the bad guy"*). Shame that Jeff's still at 32 life. We raise the stakes as Brent casts an Arcum's Weathervane and starts turning Jeff's land snow-covered, followed by a Cold Snap (which, coincidentally enough, does a point of damage for every snow-covered land a player has. That's called a "combo."). To finish out the turn, Tom casts a Mishra's Groundbreaker. Way to end on a high note.

## BREAK OUT THE KEG! (2:10)

Jeff, down to \*GASP!\* a measly 29 life,

Disenchants the Oath of Mages, casts Ancestral Recall and then plays two Moxes and a Sol Ring. To round off his "look at my fancy cards" turn, he pats all his artifact mana lovingly and casts Manabarbs... only to have Tom cast Abjure and sacrifice the still-breathing Homarid! Whoohoo! As Jeff rolls his eyes and drops the Manabarbs in the graveyard, Brent and Tom high-five and dance as well as two white D&D fans can.

## INTERLUDE (2:18)

Still dancing.

## WHITE MEN CAN'T FLIP (2:21)

Tom casts a Chaos Orb! Well...it's really just a Falling Star, the poor man's Orb, but



Locality photo © TBE Co. Ltd. Courtesy of Foto Fanzines

JEFF vs. IQ GAMER staff		
DECK FEATURE	JEFF'S DECK	THE REST OF US
<b>Best Creature</b>	Multani, Maro Sorcerer. Can be a face-smashing, deck-trashing 33/33 by the second turn.	Dwarven Pony. Its scraggly ass gives slow-motion pony rides—oh, and dwarves get mountainwalk.
<b>Most Powerful Combo</b>	Time Spiral/Regrowth. Draw seven new cards and play a whole bunch of things in the same turn, like a Black Lotus, Erhnam Djinn, Serra Angel. Then repeat all over again.	Mountain/Mons's Goblin Raiders. Yeah, baby! Now we're cookin'!
<b>Best Spell</b>	Ancestral Recall. Three cards for one blue mana. Wow!	Marsh Gas. A crappy instant, or the foul-smelling odor coming from our inept black deck.
<b>Meanest Trick</b>	Manabarbs/Moxes. Every mana tapped gradually kills opponents; Jeff stays unharmed with power artifact mana.	Mana Clash/Lucky Coin. Keep flipping and hope that 20 tails come up in a row to kill opponent.
<b>Damage Dealt by Turn Five</b>	42 points. Two opponents dead. One praying for a Wood Elemental.	Depends. To opponent: zilch. To ourselves...



# THE WORST DECK IMAGINABLE

**T**his winner here's got big creatures, direct damage, discard, land destruction, countering, life gaining—and it still sucks. The worst deck in the world might be 59 Swamps and a Zephyr Falcon, but the worst playable deck might be this one. Get out your Aisling Leprechauns as speed bumps, protect yourself with Quagmire and hope to last long enough to cast one of your big guns like the Infernal Denizen—of course, that might even be worse. Heck, we don't have any strategy for you; we don't even recommend you play it.

**BIG GUNS:** The four bad boys in your deck—Black Carriage, Elder Spawn, Infernal Denizen and the Wood Elemental—can do some damage... unfortunately, they usually do more damage to you. The Wood Elemental destroys your Forests, the Black Carriage sacrifices your creatures and the Elder Spawn eats your Islands and eventually kills you. Don't play it unless you're desperate.

**VERSATILITY:** Kudzu is a land-destruction spell that might never work. Rakalite can net you life—for an exorbitant cost. Phyrexian Tribute and Tendrils of Despair can screw with your opponent—if you sac creatures. Force Void can counter a spell, maybe, but it's so darn expensive. All are the worst spells of their type. Good luck.

## ARTIFACTS

- |                       |                          |
|-----------------------|--------------------------|
| 1 Arcum's Weathervane | 1 Rakalite (god help us) |
| 2 Goblin Lyre         | 1 Ring Of Immortals      |
| 1 Jangling Automaton  |                          |

## BLACK

- |                    |                       |
|--------------------|-----------------------|
| 2 Black Carriage   | 1 Phyrexian Tribute   |
| 1 Infernal Denizen | 1 Quagmire            |
| 2 Krovikan Plague  | 1 Tendrils of Despair |
| 1 Marsh Gas        | 1 Wall of Tombstones  |

## BLUE

- |               |              |
|---------------|--------------|
| 1 Elder Spawn | 1 Foresight  |
| 2 Force Void  | 2 Water Wurm |

## GREEN

- |                      |                   |
|----------------------|-------------------|
| 2 Aisling Leprechaun | 1 Savaen Elves    |
| 2 Gorilla Pack       | 2 Shelkin Brownie |
| 2 Ichneumon Druid    | 1 Wall of Wood    |
| 2 Kudzu              | 1 Wood Elemental  |
| 1 Natural Selection  |                   |

## LAND

- |                           |                   |
|---------------------------|-------------------|
| 1 Adventurers' Guildhouse | 1 Phyrexian Tower |
| 9 Forest                  | 1 Sorrow's Path   |
| 5 Island                  | 7 Swamp           |



when crap's all you got to work with, don't complain about the smell. Eyeing the two remaining first strike creatures Jeff has left, Tom drops the card from the required height, watches it flip 360° and... land harmlessly on Jeff's 3-D Doritos. The turn's not a total loss as Tom casts Web on the Akron Legionnaire and Brent proclaims the 3-D Doritos "spoils of war" and devours them. The Falling Star is then deemed a casualty of war and presumed lost (and digested) in the feeding frenzy.

## BAMMO! (2:37)

As Jeff casts his Black Lotus a second time thanks to the Time Spiral, Tom fulfills the dreams of non Lotus-owners everywhere when he counters it with an Artifact Blast.

## WHY WE WON'T GIVE UP OUR DAY JOB (2:55)

Another all-out blitz from Darth Jeff brings Tom to two life and Brent to one. We take this opportunity to add a second verse to our Jeff Anthem: "His privates will wither and fall, he'll sing like a soprano, then our dreams will all come true and he'll be crushed by a piano." He tries to point out that our iambic pentameter is way off, but we just sing louder.

## THE SHOWDOWN (3:00)

What happens next may well be our finest hour or will sow the seeds for Jeff-gloating for millennia to come. After carefully hoarding cards and waiting for just the right time, the trap is sprung! First, Tom drops a Tangle Kelp on Jeff's last remaining untapped creature: his Serra. Then, giving Brent the Vulcan high-sign, Tom Eternal Flames, hitting Jeff for nine points of damage and bringing him to 15 life... but also smashing Tom for seven points.

After some quick math, it seems Tom—who's at two life—is dead and it's up to Brent to polish off the evil that is Jeff.

The first of his two-part attack? The long-idle Akron Legionnaire, who brings Jeff down to seven life...SEVEN! And the final all-or-nothing play? Mana Clash! It all comes down to the most fickle of women (and that's saying something): Lady Luck. As the two remaining combatants lean in towards one-another, thumbs itching for the fateful flipping where whomever scores a "tails" gets stung for a point, a hush falls over those who had long since exited the game. All their hopes, all their dreams... it all comes down to what happens in the next 60 seconds. Brent—at one life—can't afford to lose a single toss. Jeff—at seven life—seems almost a sure-thing. The first toss: Brent. Wiping the sweat from his brow and licking his dry lips, the coin is tossed: tails. Jeff wins.

## THE MORAL (3:16)

Well, as much as after-school specials might tell you different, the rich kid with the better stuff usually wins. And yeah, that applies to *Magic* too. So while you and your friends might not be able to beat the annoying kid whose lawyer mom bought him a Lotus and a set of Moxes, odds are you could gang up and kick his ass in real life.

God knows it worked after we finished writing this article. 🌐

*The InQuest Gamer staff strongly recommends you don't go around beating up rich kids whose moms are lawyers just on our say so. Thanks, but we can do without the lawsuits.*



Get ink? 2,154 pounds of the colored goo are used to print the full run of every issue.

ANNIVERSARY FUN FACTS







# FANTASTIC FOUR

**IQ Gamer recruits  
the ultimate RPG  
dream team**

**W**ho are the greatest heroes of all time? For 40 days and 40 nights we set out to answer this question, scouring the realms of heroic literature and fantasy in search of the world's greatest adventuring party. We wanted a fighter, a mage, a healer and a thief who, between them, could eat balrogs for breakfast.

And we found them.

They're the best of the best—but they ain't all sheer power. They're human-scale heroes who will work as a team. Loners like Michael Moorcock's Elric of Melniboné didn't make the list. Elric may be powerful, but it only takes an "accidental" nick from his life-sucking sword Stormbringer to schlurp one of the home team's souls. The heroes that make up this party don't have any of those hang-ups.

So who made the final cut? Who makes up the ultimate roleplaying party? Let's sort through all our recruits and see. Drum roll, please...

**IT'S CLODDERIN' TIME** No mission's impossible  
if you're playing this perfect party.



# The FIGHTER



Lancelot du Lak could have been a contender. Even more than his liege King Arthur, Lancelot is the ultimate knight. He literally wins fights with one hand tied behind his back. But his love for Guinevere destroys the Round Table, and at other times drives him mad. He's way too intense, and his "I'll take you all on" approach isn't always the best tactic. He'd be a good diversion, but he's not our party-hearty warrior.

Beowulf, the Norse hero in the old English poem of the same name, gets the boot for the same reason. He's strong; if you want someone to rip trolls' arms off or battle dragons one on one, Beowulf's your man. But if you want subtlety, forget it. Beowulf's got a mean streak, too; he crushes his enemies to death with his bare hands.

How about Xena? She's a one-woman whirlwind and knows enough acrobatic moves for the cheesiest Hong Kong movie. However, she loses out because her grasp of strategy isn't as good as our ultimate fighter.

Who else came close? Other possibilities included Elric (too dangerous), Corwin of Amber (more god than human) and the Greek warrior Achilles (too arrogant).

When it all comes down to it, however, who better to guard your back in a fight than Conan? Strong, fast, tough and ferocious, Conan can take names with any weapon—even a dagger—and he's equal to any challenge. If something can hurt him, he reasons, then he can hurt it back; and he will, even if it means whacking that demon with a silver candlestick instead of a sword. Conan isn't just a slugger, though. He's charismatic and canny enough to become king. He's also been a thief, which lets him sidestep the front-gate approach favored by bull-by-the-horns heroes. His main hang-up is that he doesn't like wizards, so his relationship with the party's mage is going to be one of cool cooperation rather than friendship. He'd want to be in charge too, but mutual respect for the others in the party would allow co-leadership. This guy is everything you want in your party's number one tough guy.

## CONAN

15TH LEVEL FIGHTER/5TH LEVEL THIEF • HUMAN, AGE 30

**ALIGNMENT:** Chaotic Neutral

**ABILITIES:** S18(97) D18 Co18 I12 W14 Ch16

**THACO (basic):** 6, **ATTACKS:** 5/2\*

**ARMOR CLASS:** 1 (chainmail), **HIT POINTS:** 120

**NONWEAPON PROFICIENCIES:** blind-fighting, direction sense 15, endurance 18, jumping 18, modern languages 12, mountaineering, navigation 10, riding land-based 14, running 14, survival 13, swimming 18, tumbling 18

**WEAPON PROFICIENCIES:** broadsword (\*specialized), dagger, knife, hand ax, bastard sword, battle ax, two-handed sword, spear, club

**THIEF SKILLS:** PP 25%, OL 25%, F/RT 10%, MS 75%, HS 70%, DN 50%, CW 95%, RL 0%, Backstab x 3

**DESCRIPTION:** This is Conan mid-way between his appearance as a 16-year-old thief in *The Tower of the Elephant* in Zamora and his usurpation of the throne of Aquilonia, at about 40. He is still a competent thief—excelling at climb walls, and great at hiding in shadows and moving silently, though less good at picking locks, as he tends to just hack through them with his sword. But by now, he's an awesome warrior, proficient with a wide variety of weapons and brutally efficient with the broadsword. In theory, as a dual-classed thief/fighter, Conan shouldn't have percentile strength, but he's the warrior that breaks the mold. He doesn't have 18(00) strength as he does meet the occasional warrior stronger than himself. Our Conan usually wears a mail shirt; he often wears less, but will use whatever armor is suitable for his situation.



The write stuff. Counting staffers and freelancers, but not fake authors like Eugene T. Dudley, 174 different scribes have graced these pages.

ANNIVERSARY FUN FACTS



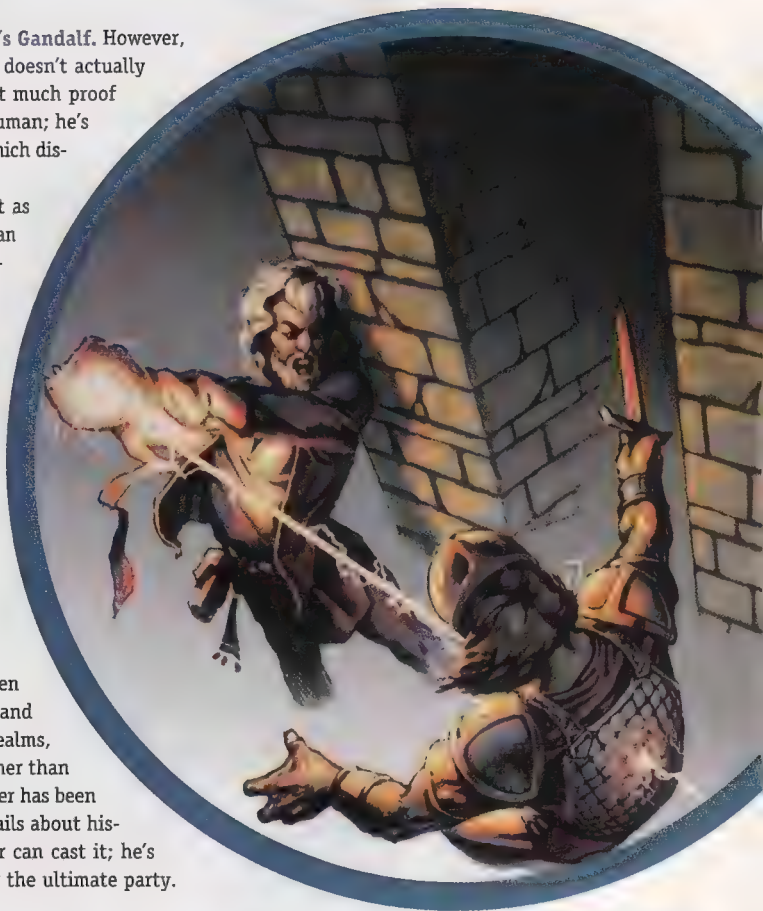
# The MAGE

When you think wizard, you might think Tolkien's Gandalf. However, the big G didn't make the cut, primarily because he doesn't actually do much magic. We're told he's tough but there isn't much proof in the form of fire-power. Also, Gandalf isn't really human; he's a Maiar spirit doing a caretaker job on Middle-earth, which disqualifies him from joining the team.

Arthurian Legends' Merlin almost made it. He's not as powerful as our party's mage, though, and he's darker than most modern tales make him. While he's capable of moving the multi-ton rocks of Stonehenge by magic, Merlin's often a bit fickle and doesn't necessarily help out when he's needed. In *Le Morte D'Arthur*, he turns up when the damsel is already dead. Merlin's a wild card, too chancy—or just plain mad—to trust.

Raistlin from the "Dragonlance" series is even more untrustworthy. He's got an arsenal of spells, but there's no guarantee he'll cast them to help you. You'd be better off depending on Middle-earth's traitorous Saruman than Raistlin. In that same vein, Rand from Robert Jordan's "Wheel of Time" doesn't get in despite his immense powers; his growing insanity makes him just too darn dangerous to anyone and everyone.

Forget benign old men in battered pointy hats: When you're picking the ultimate mage, you want power and lots of it. Elminster, the archmage of the Forgotten Realms, has it in spades. We've gone for a younger version rather than the curmudgeonly old mage, but even a young Elminster has been around the block a lot. He already knows endless details about history, spells and monster lore. You name it, Elminster can cast it; he's the supreme tank mage and heavy magic artillery for the ultimate party.



## ELMINSTER

18TH LEVEL MAGE • HUMAN, AGE 52

**ALIGNMENT:** Chaotic Good

**ADJUSTED:** D13 D18 Co14 H18 W18 Ch12

**THAC0 (BAB):** 15, **ATTACK:** 1 **ARMOR CLASS:** 3, **HP POINTS:** 80

**NONWEAPON PROFICIENCIES:** Even at this stage in his career, Elminster can be assumed to be proficient in almost everything—certainly all wizard and priest proficiencies and all the useful general ones as well.

**WEAPON PROFICIENCIES:** staff, dagger, dart

**SKILLS MEMORIZED:**

- 1st: burning hands, charm person, color spray, magic missile, shield
- 2nd: forget, hypnotic pattern, levitate, mirror image, ray of enfeeblement
- 3rd: fireball, fly, protection from normal missiles, slow, suggestion
- 4th: charm monster, confusion, mirror globe of invulnerability, polymorph self, stonekin
- 5th: Bigby's interposing hand, dismissal, hold monster, passwall, teleport
- 6th: disintegrate, legend lore, mass suggestion
- 7th: limited wish, power word stun, prismatic spray
- 8th: Bigby's clenched fist, mind blank, prismatic wall
- 9th: meteor swarm

**MAGIC ITEMS:** Necklace of missiles, ring of protection +3, ring of regeneration, staff of striking

**DESCRIPTION:** At his peak, Elminster is a 29th level mage; this is a younger Elminster. He's not yet the chosen of Mystara, so doesn't get any bonus spells or special abilities; he's just a regular 18th level mage. He has access to other spells, of course. With a story for any occasion, Elminster revels in acting out different roles across the Forgotten Realms: trickster, sage, hermit, diplomat, whatever the situation calls for. Elminster still has more hit points than a single-classed 18th level mage could have, though, since he's been many classes, including fighter and thief, in his lifetime.



Love those lists. There have been 118 "Top 10" lists in the first 50 issues of *InQuest*.

ANNIVERSARY FUN FACTS



# The HEALER



Elrond might be the best healer in Middle-earth; it's Elrond, after all, that cures Frodo's deadly Nazgûl knife wound. But Elrond's not the adventuring type; he'd rather stay at home and protect his people, which limits his usefulness and knocks him out of the running for party healer.

Goldmoon from the "Dragonlance" series is an adventuring healer, and she eventually becomes a "proper" cleric and doesn't depend on her magic staff. She'd be a good second choice for our party healer, but she lacks other all-around skills—fighting, leadership, etc.—and she's just not tough enough to make some of the group's more difficult choices.

Irish mythology's Bran the Blessed would be a great asset. His magic cauldron resurrected dead people, albeit it without the power of speech. But Bran was a giant who could wade the Irish Sea—not a good choice for the stealthy approach. Other might-have-beens include Polgara from David Edding's "Belgariad" (too shrewish) and Moiraine from the "Wheel of Time" (too full of herself and independent).

Though not a spellcasting cleric, Tolkien's Aragorn is our top choice for party healer. He's a well-rounded fighter/healer who has enough first aid, herbalism and borderline-magical abilities to treat any battle wounds; he can even help with magical wounds like the one Eowyn suffers after killing the Lord of the Nazgûl. Aragorn isn't the super-strong, super-fast killing machine that Conan is, but he's still a great warrior, and he's wise, intelligent and charismatic to boot. What's not to like? He's diplomatic enough to handle coleadership with Conan, just as he does with Gandalf. He's a great tracker and outdoorsman, capable of covering great distances on foot and a tremendous presence in any sense of the word.

## ARAGORN

14TH LEVEL PALADIN • HUMAN, AGE 97 (APPEARS 43)

**ALIGNMENT:** Lawful Good

**STR:** 17 **DEX:** 16 **CON:** 18 **INT:** 16 **WIS:** 17 **CHA:** 18

**THAC0 (base):** 7 **ATTACK:** 2 **ARMOR CLASS:** 2 (chainmail & shield) **HP:** 110

**NONWEAPON PROFICIENCIES:** detection 18, endurance 18, healing 15, herbalism 18, ancient languages 16, modern languages 16, reading/writing 17, riding land-based 17, running 12, tracking 19, survival 10

**WEAPON PROFICIENCIES:** longsword, club

**SPECIAL ABILITIES:** detect evil 80, +2 to all saves, immune to disease, lay on hands to cure 20 h.p. once/day, cure disease 3 times/week, area of protection 10' radius, turn undead as 12th level cleric

**SPELLS MEMORIZED:**

1st level: cure light wounds, detect poison, locate animals or plants

2nd level: know alignment, slow poison

3rd level: remove curse

**MAGIC ITEMS:** longsword +4 (Andúril), elixir of health, potion of healing

**DESCRIPTION:** This is Aragorn a few years after the events in the "Lord of the Rings," which take place when he's nearly 90; but remember: The rangers of Middle-earth are descended from the long-lived Númenóreans. Note that he's not an **AD&D** ranger; apart from tracking and possibly hiding in shadows, he displays none of the special abilities of that class, and unless you halt him at 7th level, you have to give him unsuitable spells. Being a paladin gives Aragorn his healing abilities and the healing proficiency as well, without making him a priest; he can lay on hands, cure disease—even help slow serious wounds like that from a Nazgûl blade by using remove curse or slow poison. He succeeds in driving the Nazgûl away on Weathertop and keeps the spirits at bay on the Paths of the Dead as a paladin might turn undead. Aragorn has a paladin's warhorse, called Roheryn, and of course, a kick-ass longsword, Andúril.





# The THIEF

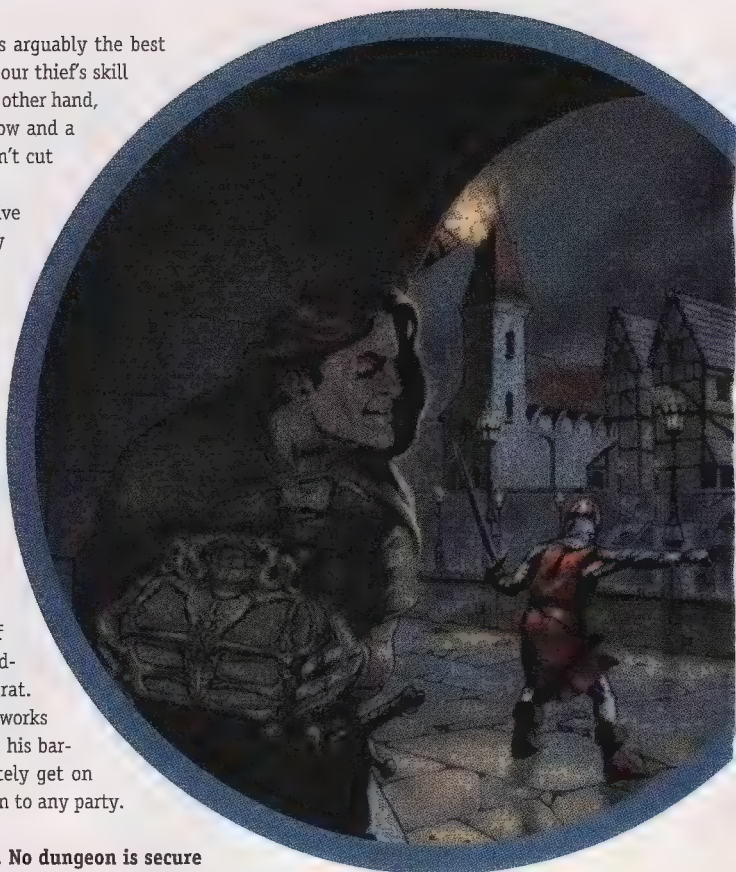
Silk from the "Belgariad" comes in a close second. He's arguably the best thief around and he's an acrobatic fighter. What he lacks is our thief's skill with the blade and knowledge of sorcery. Robin Hood, on the other hand, lacks finely polished thieving skills. He can fight with a bow and a blade, and he's as swashbuckling as you like, but he wouldn't cut it when it came to picking locks or finding traps.

Hanse Shadowspawn from "Thieves' World" is a superlative urban thief whose skill at chucking throwing knives is only equaled by his ability to move in complete silence. His problem is that he's not quite up to the standards needed to enter this group, and that he's just a kid, really. He acts cool, but you need more than cool against dark lords. Also not on our short list: Bilbo Baggins (too fat and useless) and Fagin (Stealing handkerchiefs? How is that helpful?).

Our choice for a rogue who can pick lint out of a pocket blindfolded, trade parries with the finest swordsmen in the land and charm the ladies? None other than the Gray Mouser. He's the consummate thief: super stealthy, cunning and a great acrobat. He's also a lethal swordsman and he's studied wizardry, making him very versatile. Sorcerous opponents don't faze him at all; early in his career he kills the wizard Hristomilo with a single toss of a silver dagger, and he's experienced with all manner of weirdness—including being magically shrunk to the size of a rat. Though most at home in Lankhmar, where his streetwise cool works to best effect, Mouser has adventured all over Nehwon with his barbarian friend Fafhrd. He's a great team player; he'd definitely get on fine with Conan and Elminster, and his cheerfulness is a boon to any party.

So there you have it—the best party in the business. No dungeon is secure from these four, no villain safe. Stacked up against anything but unbeatable odds, this roleplaying party comes out on top. Grendel would be ground beef. The Red Wizards of Thay'd be roasted. Thulsa Doom'd be toast. Sauron'd be squashed... Well, maybe not Sauron. 🍌

*Dan Joyce reckons Sauron just got bad press, and that anyone who wanted to kill hobbits can't have been all bad.*



## GRAY MOUSER

15TH LEVEL THIEF / 7TH LEVEL FIGHTER /  
3RD LEVEL MAGE • HUMAN, AGE 30

**ALIGNMENT:** Neutral

**ABILITIES:** S15 D19 Co16 I17 W10 Ch17

**THACO (basic):** 13, **ATTACKS:** 3

**ARMOR CLASS:** 4 (leather), **HIT POINTS:** 90

**NONWEAPON PROFICIENCIES:** appraising 17, blind-fighting, disguise 16, etiquette 17, gaming 17, herbalism 15, jumping 15, modern languages 19, local history 19, land-based riding 10, reading/writing 18, rope use 19, spellcraft 16, swimming 15, tumbling 20

**WEAPON PROFICIENCIES:** longsword (specialized), dagger (among others)

**THIEF SKILLS:** PP 90%, OL 90%, F/RT 90%, MS 95%, HS 95%, DN 75%, CW 90%, RL 50%, Backstab x 5

**MAGIC ITEMS:** Dagger +3 (Scalpel), rapier +3 (Cat's Claw)

**DESCRIPTION:** In the novels, Mouser began as a wizard's apprentice; in *AD&D*, he'd have to begin as a fighter because he's got 15 strength and 17 intelligence, not the other way around. Dexterity, at 19, is a no-brainer; no one has faster reactions than Mouser. For the purposes of *AD&D*, treat Mouser's rapier, Scalpel, as a magical longsword. He fights with this in one hand and a dagger, Cat's Claw, in the other, at no penalty, giving him three attacks/round. Mouser can more than hold his own in a fight, but he's even better as a thief; you name it, Mouser can do it. Being triple-classed has given Mouser a lot of proficiency slots. Note that he's familiar with sorcery, but doesn't actively use it, so he has no spells memorized and he doesn't own a spellbook.



Eugene T. Dudley, the ultimate *Magic* loser, has been roasted and toasted in every issue of *InQuest Gamer* since #25. That's 25 straight losses for the poor sod. He isn't much for collectible card games, but we ought to give him points for persistence.

ANNIVERSARY FUN FACTS



# STAR WARS

## EPISODE VII

*Rise of the New Republic*

*With the death of the EMPEROR and the destruction of his second DEATH STAR, the evil GALACTIC EMPIRE collapses into confusion. Rebel Alliance leaders declare the creation of a NEW REPUBLIC, while Luke Skywalker trains a new generation of Jedi Knights.*



But as the galaxy's citizens celebrate victory, rogue **IMPERIAL WARLORDS** prepare to strike! On the Imperial capital of **CORUSCANT**, an Imperial mastermind seizes power and declares war on the New Republic. And in the distant **UNKNOWN REGIONS**, the Emperor's foremost strategist, **GRAND ADMIRAL THRAWN**, rallies a massive fleet and gathers secret Imperial technology in preparation for an offensive to seize control of the galaxy...

That's the way the movies after "Return of the Jedi" would go, if they followed the current Star Wars history based off the books, comics and other stories officially approved by George Lucas and company. With all the prequel hype, *IQ Gamer* thought it'd make a refreshing change to research everything there is to know about our favorite characters beyond the movies and to ask the question, "What is the future of 'Star Wars?'"

## Luke Skywalker

**W**hile lesser men might have retired after bringing down an evil Empire, that sort of thing's just a warm-up act for a guy like Luke Skywalker. In the years after the fall of Emperor Palpatine, he's tangled with alien invaders, Imperial warlords and Dark Jedi, re-established the order of Jedi Knights and even kissed a girl or two.

Luke had no sooner ushered daddy Anakin into the great beyond than he was called on to travel the backwater world of Bakura, ream an alien invasion fleet and send the dino Ssi-ruuk back into unknown space with their tails between their legs.

Burning to re-establish the order of Jedi Knights, Luke sought people who knew something of the Force. His first big lead was a Jedi Master named Joruu C'baoth. Too bad C'baoth was an insane old coot and a clone enslaved by the Dark Side. Luke had to put the old boy down in a riveting lightsaber battle, but not before facing a clone of himself.

Luke's Doublemint fun continued when a clone of Emperor Palpatine returned to task the universe. In confronting the new Emperor, Luke turned to the Dark Side, studying it, trying to learn how to defeat it from within, and nearly fell into it's power. But in the end, he recovered and dispatched the Emperor when he and newly Force-trained Leia turned one of the Emperor's Force storms—a Force-conjured, stellar-sized hurricane—against him. The Emperor lost control of the summoned storm and it consumed him.

All this killing of Dark Side clones got to be too much for one guy, so Luke started his own Jedi Academy on the jungle moon Yavin 4, the onetime secret Rebel base. There were a few glitches in the early days—like the time the spirit of an ancient Sith lord showed up and offed some of his students—but eventually he got things running smoothly, and for the first time in decades the galaxy has more than two Jedi flying around at a time.

Time enough for Luke to relax a bit and take a breather—maybe even get a girlfriend. Mara Jade, his one-time enemy, fills the bill nicely.

## By Bill Smith



**DARTH HATER** Luke's still stomping the Dark Side 20 years after "Jedi."



# HAN SOLO

**T**o smugglers, being dead is better than being respectable. Add it up: General of the New Republic. War hero. Husband of the President of the New Republic. Han Solo is now, if anything, respectable.

Han is still famous for what he does best: Outsmarting the bad guys. His first major pain was a rogue Imperial Warlord named Zsinj. After spending the better part of a year chasing him across the galaxy, Han defeated Zsinj at planet Dathomir when dozens of battle cruisers atomized Zsinj's Super Star Destroyer. That was also the year he married Leia Organa, after winning her back from the handsome and charming Hapan Prince Isolder who had courted Leia's affections.

Too restless to really settle down, Han spent decades looking for the least excuse to barrel off on adventures, often backing up his wife's diplomatic language with a well-placed blaster shot. He won over both the independent smugglers of the galaxy and a private fleet run by former Corellian Senator Garm Bel Iblis and convinced them to join the New Republic at a time when Grand Admiral Thrawn's Imperial fleets were moving in for the kill. Han also helped the Republic recover the lost Dark Force fleet of Katana dreadnoughts when the New Republic fleet was down to patched-together X-wings.

Seven years after Endor, Han flew to Kessel on a diplomatic mission, but he didn't exactly get a warm welcome: Moruth Doole, Kessel's renegade ruler, shot down the *Millennium Falcon* and dumped Han and Chewie in the spice mines. They escaped Kessel amidst explosions and laser blasts, but ended up prisoners at Maw Installation, the secret Imperial base which designed the original Death Star prototype. Fortunately, Han worked his usual magic, throwing the local Imperial fleet into disarray and stealing the Sun Crusher, an Imperial starship that can blow up stars.

Trouble found Han again when he returned home to Corellia. A revolutionary group named the Human League seized power and Solo was captured and brought before their leader, his sadistic cousin Thracken Sal-Solo. Han took a lot of abuse from Thracken as a kid, so it was time to get even: After escaping, Han teamed up with a New Republic fleet to destroy Thracken's fleet and oust his regime.

Han's a family man now, but he'll probably be taking down the bad guys from his deathbed.



**LENDING A HAN** Solo is anything but a loner as he helps his wife Leia defend the New Republic.

# CHEWBACCA

**R**escue Han. Take care of Princess. Fix *Falcon*. Rough up bad guys. Chewbacca's got the routine down by now. With a sworn life-debt to Han Solo—probably the most trouble-prone human in the galaxy—Chewie's life is never dull.

A former Imperial slave, Chewie took a personal hand in booting the slavers and their Trandoshan lackeys off his homeworld of Kashyyyk. Bounty hunter Bossk is a Trandoshan—it was his people who convinced the Imperials to enslave the Wookiees.

When Leia was being hounded by the Noghri, Chewie brought Leia to Kashyyyk; what other place in the galaxy could be safer than a city filled with Wookiees? While the Noghri were stopped, Chewie's lifelong best friend Salporin died while protecting Leia.

Chewie's life-debt has kept him close to the action and Han always seems to need a lot of looking after, like the time Han was captured by the Yevetha and Chewie and his son had to come to the rescue. Now, with peace at hand, Chewie splits his time between his "human family" of Han, Leia and their children, and his own family and friends back on Kashyyyk.



**Cow Nose**—*InQuest Gamer's* mascot and contributing editor Rick Swan's rotund rodent ravager—has been bandied about in the pages of the magazine since it's early days, but she made her pictorial debut only recently, in issue 29. Since then, she's appeared 21 times in *InQuest*.

**ANNIVERSARY FUN FACTS**



# LEIA ORGANA SOLO

**L**eia's both warrior and diplomat, and she's had plenty of opportunities to show the galaxy both sides. With the Emperor dead, she rallied hundreds of worlds to sign onto the New Republic, preventing the galaxy from plunging into utter chaos. Between conferences and battles, Leia studied the Force and learned how to use a lightsaber.

When Grand Admiral Thrawn showed up, Leia found herself on the run from mysterious attackers, a previously unknown race named the Noghri. Originally the servants of Darth Vader, these slight but deadly warriors did the bidding of Imperial Grand Admiral Thrawn—until Leia convinced them that she was “Lady Vader” and their true mistress. They promptly switched sides and even took care of Thrawn; just as he was about to crush the New Republic, one of his Noghri bodyguards assassinated him on the bridge of his own Star Destroyer.

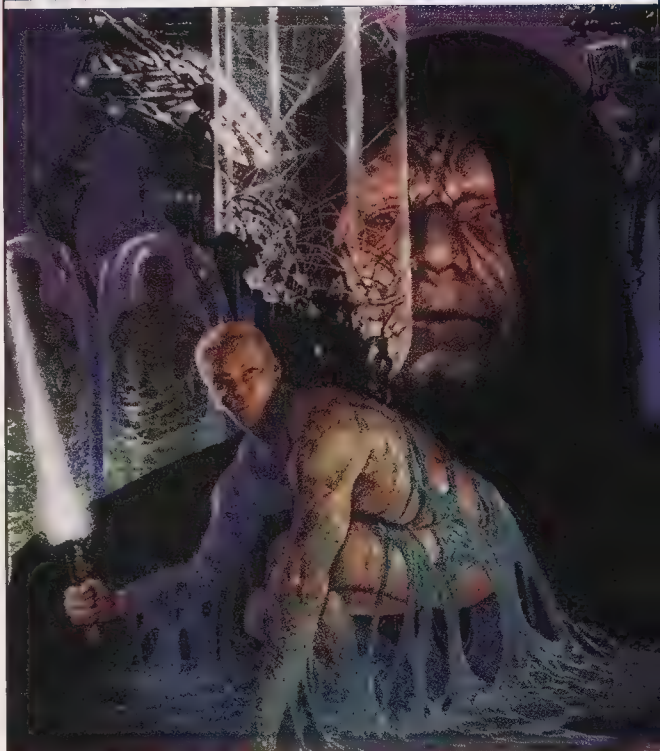
While the battles raged, Leia gave birth to Jacen and Jaina Solo. Then, a year later, after eliminating the reincarnated Emperor, Leia gave birth to Anakin Solo.

Leia became President of the New Republic, a role which has let her fulfill her destiny. She's faced some serious challenges, ranging from naive anti-military officials devoted to disarming the New Republic to terrorists blowing up the New Republic Senate Chamber and framing her husband. Her kids have faced danger any number of times—but threatening the children of a Jedi's daughter is not a smart thing to do, as several of her foes have discovered.

Leia's proven the Organa name proud as she's a great leader that helped the New Republic stretch across the stars, uniting millions of worlds and finally bringing peace to the galaxy—at least for another week.



## star wars TIMELINE



**What does Star Wars' future look like? Here's a timeline of major post-“Jedi” events. The times are in years after the fall of the Empire on Endor.**

- 0 Rebels defeat Ssi-ruuk aliens at Bakura.
- 3 Rogue Squadron captures Coruscant. Ysanne Isard thought killed in the Bacta War.
- 4 Imperial Warlord Zsinj killed at Dathomir. Leia and Han Solo marry.
- 5 Imperial Grand Admiral Thrawn takes over half the galaxy, but killed by his own Noghri bodyguards. Jacen and Jaina Solo born.
- ⑥ Reincarnated Emperor Palpatine nearly overthrows the New Republic, but is killed in battle with Luke and Leia. Anakin Solo born. Luke Skywalker founds his Jedi Academy on Yavin Four.
- 9 New Republic defeats Imperial Admiral Daala, Durga the Hutt and other forces.
- 12 New Republic moves to “peace time footing” and disarms. The Yevetha, a dangerous alien race, attack but are defeated.
- 13 Terrorists bomb the New Republic Senate Chamber.
- 14 Han Solo stops cousin Thracken Sal-Solo from taking over Corellian system.
- 19 New Republic and remnant Imperial forces sign final peace treaty. Luke and Mara Jade marry.
- 20+ Jacen & Jaina Solo attend the Jedi Academy.

Bill Smith



## TOP 10 TABOO "STAR WARS" CARDS

Decipher is well-known for being thorough in releasing cards from every aspect of the "Star Wars" Trilogy, but licensing restrictions and plain good taste prevent them from really pushing the envelope. Happily, none of that stuff is stopping us:

- 10 Wookiee Lice
- 9 Ambiguously Gendered Protocol Droid
- 8 Lando's 14th Bottle of Colt 45
- 7 Hot Wampa Luv
- 6 Luke's Doubly Impure Thoughts
- 5 Grand Moff Tarkin's Inflatable "Companion"
- 4 Dead, Dead, Dead Ewok
- 3 Greedo Shoots First (hey, wait a sec...)
- 2 Pants-less Vader
- 1 Sex with Jabba ■ IQ Gamer staff

## MARA JADE

**M**ara Jade's a woman of many careers—agent of the Emperor, smuggler's aide and leader of a merchant empire. She started off as the "Emperor's Hand," an elite operative answering directly to the Emperor. Raised from childhood by the Emperor and trained in the ways of the Force, she would have been as feared as Vader—if she had allowed tales of her deeds to spread. Most witnesses ended up dead before they could carry the word of her achievement.

Palpatine sent her to the remote desert world of Tatooine on a simple mission: Infiltrate the palace of Jabba the Hutt and kill Luke Skywalker. She failed, and the Emperor died because of it.

Jade joined smuggling kingpin Talon Karrde and rose through his organization's ranks to become his chief lieutenant. Though seemingly poised and stable, dark dreams haunted her, the Emperor's spirit seemingly urging her to kill Skywalker.

So, when Luke wandered into her life, Mara was ready to kill him. She wanted to kill him, dreamed about killing him...and just couldn't do it. Finally recognizing that the Emperor was the bad guy all along, Mara and Luke became allies just in time to be captured by Thrawn. Mara tried to take Thrawn down by seizing control of his Star Destroyer and killing him by using the Force to crush his windpipe, but failed. Thrawn imprisoned her, but Luke later saved her.

After saving Luke from the mad clone C'baoth, Mara became an envoy at large for the newly-formed Smugglers' Alliance, giving her a good excuse to travel the galaxy and spy on anyone who needed to be watched. Mara also advanced her Jedi training under Luke.

Mara slowly rose to become a Master Trader, running her own company while training to someday take over Karrde's operations. Now, over a decade after she first allied with Luke, the galaxy is at peace and she and Luke can resolve their last bit of unfinished business: Marriage.



**MRS. SKYWALKER** Luke's wife, Mara Jade, was once the Emperor's deadliest assassin.

## C-3PO and R2-D2

**A**rtoo has stuck close to Luke, and has participated in many of his adventures. He saw first-hand the defeat of the Ssi-ruuk, Warlord Zsinj and Thrawn and the founding of the Jedi Academy.

Of course, Artoo's been more than furniture. For example, when Thrawn booby trapped the New Republic's core computers, Artoo sliced into the systems and got around Thrawn's trap programs. That turned a probable disaster for the New Republic into a nasty surprise for the Imperials.

When Luke "joined" the reincarnated Emperor, Artoo went right to work. Luke programmed Artoo with the command and control codes for the Empire's World Devastators. While Palpatine gleefully contemplated the destruction of the planet Calamari with these Star

Destroyer-sized war droids, Artoo plugged into the Imperial network and remotely shut them all down.

Then there's See-Threepio, who finds all the conflict too much for his circuits. He's been by Princess Leia's side continually, helping with languages, customs and protocol. After years of getting shot at by Imperial stormtroopers, it was nice to actually do the job he'd been programmed for.

Of course, it's never been that simple, almost always due to Han Solo. Han ordered Threepio to deceive the Noghri by imitating Leia in comlink transmissions to throw them off her trail. Threepio did the job, but he about soiled his golden britches pulling it off.



The most expensive feature to create? The "Book of Exodus" *Magic* feature from issue #39, chock full of sculpted Bottle Gnomes, artifact medallions, a Squee's Toy, handmade scrolls. When you factor in the cost of props and photography, the price tag hit the \$2,000 mark.

ANNIVERSARY FUN FACTS



# WEDGE ANTILLES

**“W**edge, we want you and your pilots to conquer Coruscant.” Fourteen to one-hundred billion odds. No problem. Might as well ask the pilots of Rogue Squadron to blow up the Death Star with only a proton torpedo. Oh wait, Wedge’s already done that. Twice.

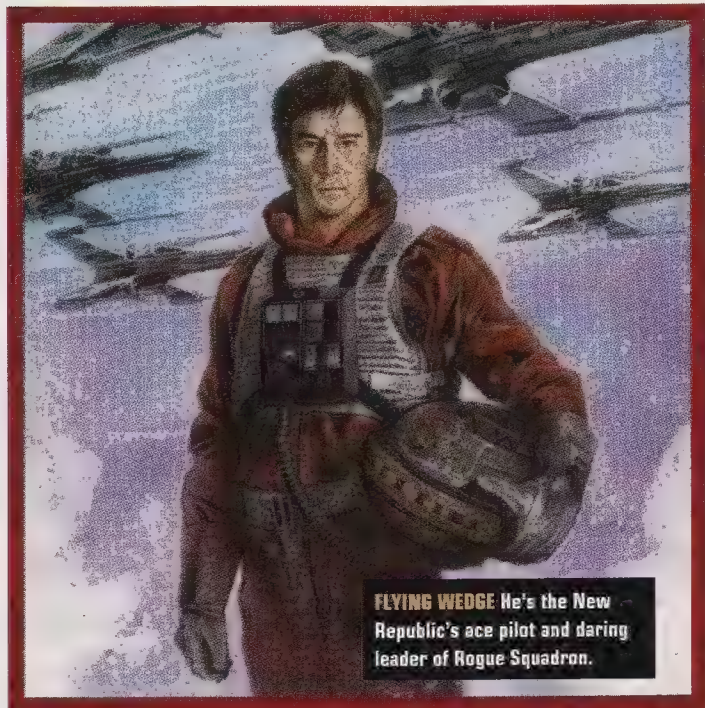
The crack Rebel X-wing group Rogue Squadron got its start on Hoth, and Wedge took command from Luke Skywalker soon after the fall of the Empire. During the New Republic’s first campaign to capture Coruscant, Wedge led Rogue Squadron to the Imperial stronghold to take out the planet’s security grid. Stranded and with no hope of reinforcements, Wedge found a greater ally: the forces of nature. The Rogues seized the planet’s climate control systems and triggered an electrical storm of titanic proportions, blowing out the planetary power grid and disabling the planetary shields. The New Republic took the former capital of the Empire almost without a fight. Not a bad day’s work.

However, the battle wasn’t yet over. Coruscant’s ruler, Ysanne Isard, fled but left behind a nasty present: the “Krytos virus,” a deadly and highly infectious disease that could be cured only with massive bacta treatments. So what was Isard’s next job? She became ruler of Thyferra, the galaxy’s major source of bacta.

With the New Republic unable to strike and Isard allowing millions to die as she withheld the bacta treatments, Wedge and the Rogues took matters into their own hands. They resigned their commissions and secured a private fleet of fighters. In a fortunate “coincidence,” they purchased a squadron of X-wings that had been classified as “surplus” by the New Republic, and soon the “Bacta War” was in full swing. Wedge, the Rogues and a group of private freighters decimated Isard’s Imperial fleet, capturing her Super Star Destroyer, the Lusankya, with Isard presumed dead in the battle.

Wedge formed Wraith Squadron, a misfit X-wing fighter squadron for covert missions, and helped take out Imperial Warlord Zsinj. Wedge and Rogue Squadron continued for many years to be the New Republic’s premier fighting force, with Wedge eventually becoming a New Republic general. He joined Ackbar and the other New Republic elite in directing the war against the last Imperial remnants and paving the way for a final peace.

*Freelancer Bill Smith is confident that an Episode X would bring back those lovable Ewoks...infected with the Krytos virus.*



**FLYING WEDGE** He's the New Republic's ace pilot and daring leader of Rogue Squadron.

## shades of the EMPIRE



**S**o will *Star Wars* CCG players ever be able to unleash Black Sun's top operatives against Darth Vader? How about sending some Noghri Death Commandos down to Endor to really teach the Ewoks a thing or two?

Don't get too excited just yet. Decipher is busy finishing up the expansions based on "Return of the Jedi," but there might be an expansion that goes beyond the movies. Jonathan Quisenberry, Decipher's CCG media relations specialist—and Red Leader when the killer decks come out—says, "We are looking into releasing the first of these products sometime later this year. It will probably follow the 'Shadows of the Empire' storyline and will probably not come as a full expansion."

So what's the deal? Will this set have photos, actors in costumes, computer-generated images, photo-realistic art? All undecided. Quisenberry says the set is likely to be "dedicated to those characters and events that are key to the story," but beyond that, there aren't any details for public release just yet.

Any talk of expansions beyond *Shadows*, for example based on the Timothy Zahn novels or X-wing comics, are well down the road—if they happen at all. Still, there would definitely be some excitement! Kyle Puttkammer of Galactic Quest in Burford, Ga., says, "Anything that Decipher puts out I get behind 100 percent...*Star Wars* is our number one selling game. I guarantee when the new 'Star Wars' movie comes out, everyone would be ready to play a movie expansion." —Bill Smith



# Game palooza

A WHIRLWIND  
TOUR OF PUZZLES,  
CARTOONS  
AND TRIVIA

It's our 50th issue so help us celebrate by singing along: "Happy anniversary, happy anniversary, happy anniversary, haan... pee anniversary!!"

That rocked! As a reward you win free tickets to the year's biggest gaming event—**GAMEPALOOZA '00**. We booked all the top acts to entertain you. We got Richard Garfield, we got DCI, we even got hot new stars like Brian Douglas Ahern and his Toons. So grab a piece of lawn, put that cooler down and get ready to groove. It's paa-ty time!

Cults Across America

BY THE **INQUEST GAMER** STAFF  
WITH SEAN P. FANNON &  
ALEX SHVARTSMAN



# DO THE SUMMON SHUFFLE

So you think you know your angels from your zombies? Well, creatures aren't exactly what they seem in *Magic*. See if you can match each creature to its proper summon type. Hint: None of them make sense.



1 BELLOWING FIEND



2 BLOOD VASSAL



3 GUIDING SPIRIT



4 MAGMA SAUR



5 MARJHAN



6 PHYREXIAN GHOUL



7 REEF PIRATES



8 SKYSHROUD TROLL



9 THALAKO'S DRIFTERS



10 WANDERING MAGE

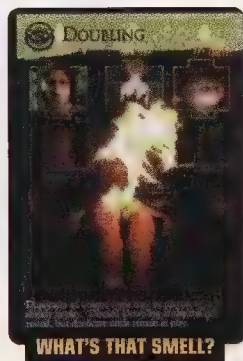
## SUMMON TYPES:

- Angel
- Cleric
- Elemental
- Giant
- Serpent
- Ships
- Spirit
- Thruul
- Townsfolk
- Zombie

# NUMBER CRUNCHING

Mana costs, spell points, attack factors, card values... if you think about it, gaming is all about numbers. There are wee lil' ones—like how many enjoyable hours we spent playing *Spellfire*—and big honkin' ones—like the number of donuts eaten every week at *InQuest*. But either kind are darn interesting wethinks.

- 12 Armor class of the Dragon Tiamat.
- 1 CCG card depicting a human ass with fire shooting out of it. (*Imajica*)
- 10 Collectible card games being supported currently (of the 75 or so released in the last five years).
- 11 Eyes on the average Beholder.
- 13 Great vampire clans in the World of Darkness
- 20 Roll on a D20 which always results in a hit in *Advanced Dungeons & Dragons*.
- 40 Spaces on a *Monopoly* board.
- 54 Maximum number of cards in a legal *Doomtown* deck.
- 204 Different artists have illustrated *Magic* cards.
- 960 Average number of hours it takes to advance a character to 50th level in *EverQuest*.
- 3,302 Different *Magic: The Gathering* cards as of May 1999.
- 6,910 Number of dollars it would take to buy a complete mint set of *Magic: The Gathering* on the aftermarket.
- 21,715 Average number of people who visit the *Magic Dojo* web site ([www.theddojo.com](http://www.theddojo.com)) every day.
- 32,000 Black Lotus cards in print.
- 800,000 Approximate number of board wargames sold in 1976; compared to less than 50,000 in 1998.
- 5,662,332 Patent number covering the key play mechanics of *Magic*.
- 400,000,000 And growing... Japanese language *Pokémon* CCG cards sold.



WHAT'S THAT SMELL?

## MAGIC COSTS MEGABUCKS

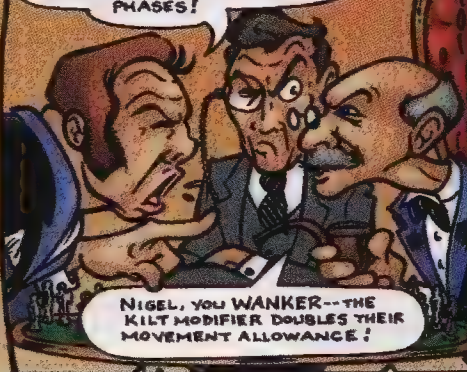


DO NOT PASS GO. TAKE A CHANCE AND READ THIS CARTOON ON... THE HISTORY OF GAMING



1914: H. G. Wells publishes "Little Wars," the first miniatures game for public consumption. First recorded rules argument happens soon thereafter.

YOU'RE BLOODY WELL DAFT, FARNSWORTH, IF YOU THINK THE HIGHLANDERS CAN MOVE TWO INCHES IN THE SPAN OF FOUR PHASES!



NIGEL, YOU WANKER--THE KILT MODIFIER DOUBLES THEIR MOVEMENT ALLOWANCE!

1952: The wargaming hobby is born as Charles Roberts publishes first commercial board wargame, "Tactics."



IT'S MY NERVES, SIR.

AMERICA HATES A COWARD!

YOU'RE GOING INTO COMBAT, SON!

CARDBOARD COMBAT!!



# 10 Questions With Garfield

**INQUEST:** If you designed *Magic* today, what would you do different?

**GARFIELD:** I wouldn't assume people would buy no more than five decks per expansion and that they'd play tournaments seriously. If I'd known these things, I'd have designed for them. We always knew a large number of the early degenerate decks existed but assumed they would be unaffordable and controlled by house rules.

**IQ:** If Hollywood ever made a movie about *Magic*, who would you want to play you?

**G:** Christopher Lloyd.

**IQ:** What projects are you currently working on?

**G:** A couple computer games, one real time and one turn-based (both strategy). Also a fightin' card game. I can't say when these will be out, if at all; they are at the early stages. My last big project which is out, though a bit hard to find, is *What Where You Thinking?* My first party game.

**IQ:** Do you think you will be able to create a game that surpasses *Magic* in popularity?

**G:** No. Though I will clearly have more opportunities for a second mega-hit, and I like to think I have the talent, there are a huge number of factors (which you may as well call luck) that make it unlikely. It is also possible that a person who redefines an industry by looking at it differently may be incapable of doing that a second time, since their "different way" has already been used.

**IQ:** WotC already owns TSR and Five Rings. If you got to pick any other



**BIG CAT DADDY IQ** Gamer interviewing "the man" behind *Magic*.

Photo by Paul Schmitt. Howard Garfield photo courtesy of Wizards the Coast.

gaming company to buy, what would it be?

**G:** The answer from the heart is Blizzard. I am a fan of the "craft" series (*Starcraft*, *Warcraft*) and *Diablo* and think they would be a good match for us. The sensible answer is probably Games Workshop.

**IQ:** Who dresses you?

**G:** I do. My wife Lily married me knowing full well that I would continue to dress myself.

**IQ:** What's one change to *Magic* that you don't like?

**G:** The homogenization of the art. At the start I wanted a spread of art that people loved and hated, not all art that people liked.

**IQ:** What kind of things do you collect?

**G:** Socks.

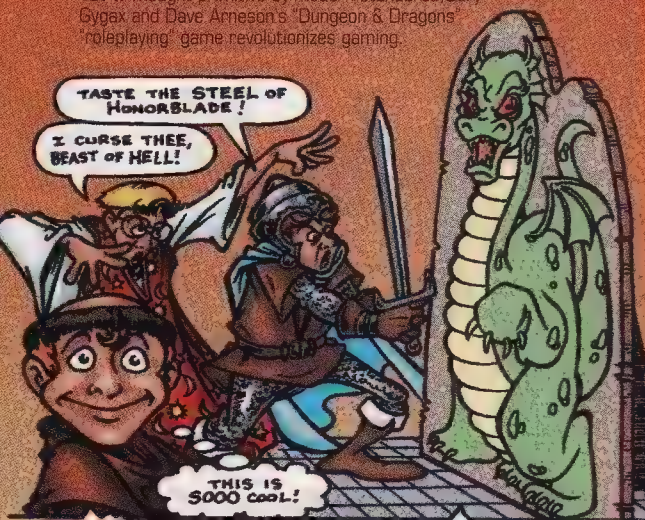
**IQ:** What do you do day-to-day at WotC? What's your job title?

**G:** I'd say 25% of my time is spent on company issues and press matters. Another 25% is spent on general R&D issues, like new rules and issues in *Magic* or developing or reviewing new games. The final 50% of my time is spent on designing new games. It should be noted that I consider playing games to be part of designing games, so about half that time is playing games.

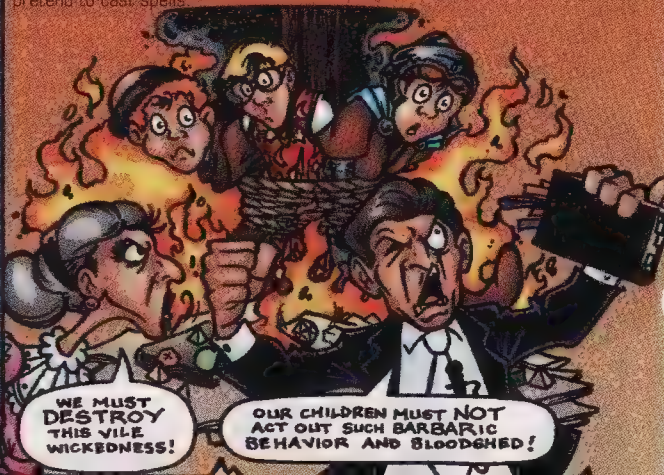
**IQ:** What's your honest opinion of *Spellfire*? Don't be diplomatic.

**G:** I was quite impressed with its difference from *Magic*, especially considering how early it came out. There were many games that came out which were only one step from *Magic*. Also, one of the best expansions of all time for any set was *Nightstalkers*. (Sorry, I have been playing games too long not to be diplomatic.)

**1974:** Thought primitive by modern standards, Gary Gygax and Dave Arneson's *Dungeon & Dragons* "roleplaying" game revolutionizes gaming.



**1979:** By the end of the decade, gaming has entered the mainstream with hundreds of books, conventions and even a TV show. With popularity comes a backlash from religious groups, who believe it blasphemous to pretend to cast spells.





# BET YOU DIDN'T KNOW

Rats mistaken for Chihuahuas... stolen kidneys after a bender in New Orleans... alligators in New York City's sewers... Fah! Those urban myths are for weenies! Here are some gosh-honest bits of gaming folklore handed down through the ages.

• **THE ACTUAL INVENTOR OF THE ROLEPLAYING** game experience, Dave Wesely, hated the idea of them being called "roleplaying games." He thought that made them sound too much like psycho-babble acting class garbage.

• **AD&D'S FAMOUS "ARMOR CLASS" TERMINOLOGY** came from a naval miniatures wargame based on the Jane's series of military hardware books.

• **THE IDEA OF CHARACTERS DEVELOPING OVER TIME** and earning "experience" points came from a World War I air combat game called *Fight In the Skies*, developed by Mike Carr. This game later evolved into TSR's own *Dawn Patrol*.

• **"CHAMPIONS' "WINGS OF THE VALKYRIE"** was the only module ever pulled from retail chains for "anti-semitism," mainly due to Jewish activists. Why? Because the time-traveling heroes were faced with choosing a worse future if they actually popped Hitler.

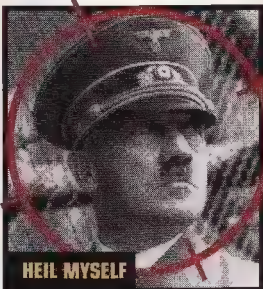
• **AD&D ADVENTURE B3 "Palace of the Silver Princess"** (1st ed. 1981) is the rarest module, valued at around \$600. The reason: the artwork was allegedly borderline pornographic. TSR management grabbed up all the copies they could before it shipped to distributors, going so far as to sneak into employee offices to retrieve copies that had already been passed out to staffers.

• **NINTENDO** literally translated from Japanese means "leave luck to heaven" and was founded as a playing card company.

• **PONG WAS THE FIRST MASS MARKET VIDEO GAME** and stayed in production longer than any other video/computer game. Atari Inc. made the game for nearly 20 years.

• **THE MOST BROKEN MAGIC CARD** ever isn't Black Lotus, Stroke of Genius or even Goblin Artisans. It's the playtest version of Time Walk. Its text read: "Opponent loses next turn." Designers quickly re-worded the card when many of their playtesters assumed it meant the caster gets to win the game as soon as the next turn starts.

• **GERMANS PLAY MORE GAMES** per capita than any other country. More Germans play board games at night than go out to the movies.



HEIL MYSELF

## DCI VS. THE SHADOW CONSPIRACY

*Magic's* governing rules body, the Duelists' Convocation International (DCI), works in such mysterious ways we've never been able to figure it out. Until we saw the "Total Disclosure" episode of "The X-Files" that is; now it all kinda makes sense.

### THE SHADOW CONSPIRACY



### DUELIST CONVOCATION INTERNATIONAL



#### BASIC OBJECTIVE

Transplant alien DNA into human bodies.

Transplant human dollars into WatC's bank account.

#### USE OF EXPLOSIVES

Blew up Federal building in Texas to cover up alien-infected humans.

Blew up Tolarian Academy to cover up stupidity-infected playtesters.

#### ULTIMATE GOAL

Save themselves by changing their DNA so only their small clique survives when aliens colonize Earth.

Save their jobs by changing *Magic* rules so frequently only their small clique knows what's going on.

#### USE OF INSECTS

Killers bees bred to infect population with alien virus.

Killers Bees and similar cards created to infect population with *Magic* bug.

#### PROBABLE "LEADER"

Cigarette Smoking Man.

Bow Tie Wearing Man.

#### HANDLE CRITICAL SITUATION BY

Killing off existing agents and starting over.

Killing off existing rules and starting over.

#### THE REAL ENEMY

Game geeks smarter than they are.

Game geeks smarter than they are.

#### WHY IT WORKS

Mindless public that can be duped into believing UFOs don't exist contrary to overwhelming evidence.

Mindless players that can be duped into believing shiny paper is worth more than non-shiny paper contrary to overwhelming evidence.

Cancer Man photo © FOX Broadcasting Company. Hitler & Bommer photo courtesy of Everett Collection.

1981: TSR Inc., the company that owns "D&D" eats wargame giant SPI, ending an era.

MMM. JUST PAST THE EXPIRATION DATE.

1983: The first primitive fantasy computer games like "Wizardry," "Ultima" and "Bard's Tale" appear.

IT JUST KINDER BLINKS AN' BLEEP'S 'A ME WHEN I WHACK IT WIT' ME AXE!

HARUMPH! CAN'T SEE THIS EVER CATCHING ON.

1992: The early '90s sees the emergence of goth culture and White Wolf's "Vampire: The Masquerade" roleplaying game.

WHO--? WHAT ARE THEY?

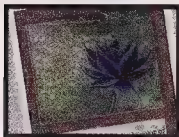
I DUNNO... BUT SHE ASKED IF SHE COULD ROLL MY DICE--

--AND I WET MYSELF!



# WHAT IT'S WORTH

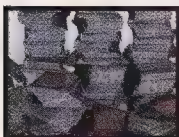
In the heat of acquisition we sometimes lose track of what our precious collectibles equate to in that scary realm some call "the real world." Never go there.



BLACK LOTUS



800 DONUTS



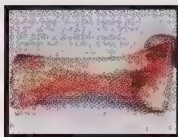
COMPLETE SET OF MAGIC



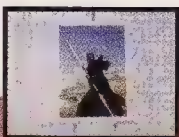
USED CAR



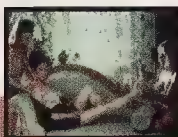
SPELLFIRE STARTER



SOUP BONE



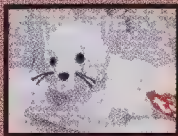
JOE JUSKO ORIGINAL ART



MONTHLY MESSAGES FOR 20 YEARS



EVERQUEST AND YEAR OF SERVICE



SEAMORE SEAL BEANIE

## REALITY CHECK

Games generally try to mimic reality. But a close look at some of the most popular titles reveals a few things that just don't quite make sense.

### FEET OF STEEL

In the roleplaying game *GURPS*, a 200 pound acrobat can fall 15 feet and not be harmed but will do enough damage to penetrate the top of an armored personnel carrier.

### SLOW BOAT...

In the World War II play-by-mail game *Victory*, motorized cargo ships take six months to cross the Atlantic, longer than it took Columbus.

### DON'T PLAY THE BUTLER

In the popular board game *Clue*, not only does the murderer not know he did it, he can win by successfully revealing himself as guilty.

### ARMORED TENTS

In the miniatures game *Warhammer 40K*, tents will stop bullets, lasers and even shotgun blasts one time out of six.

### SCHWINN POWER

Ramming damage done by vehicles in FASA's *Shadowrun* RPG depends entirely on speed, not on size or weight. So getting hit by a bicycle can do more harm than getting run into by a bulldozer.

### SKINNY SUPERMEN

In the anime RPG *Mekton Zeta*, Gatling guns and machine guns weigh only five kilograms each, so even the scrawniest character can lift four at a time.

### DEATH: THE EXPERIENCE

In the *Rolemaster* RPG standard system, PC gain experience points for dying.

### MAN THE SWINE PENS!

In Blizzard's *Warcraft II* computer game, pig farms are four times harder to destroy than stone guard towers.



DINK DINK DINK *WarCraft's* pig pens tougher than stone.

Babe photo courtesy The Everett Collection.

### CARS WITHOUT WHEELS

In the *Civilization* computer game a diplomat can steal, and you can use, advanced technology like the automobile even if you've never even invented the wheel.

### DEATH BY UGLY

In the *Pendragon* RPG being ugly is dangerous. Any character whose appearance stat falls to 3 is bedridden. If it goes to 0, they die.

**1993:** An unknown company from Renton, Washington, publishes a little card game called "Magic: The Gathering." This first "collectible" card game starts a new gaming renaissance.

**1997:** Due to "Magic's" astounding success, its publisher, Wizards of the Coast, has the money to gobble up an ailing TSR.

**1998:** Thanks to the magic of the internet, thousands of players game together without ever leaving home. "Ultima Online" is first massive multi-player RPG but many more are in the works.

STALE... BUT FILLING.

THIS IS SOOO COOL!

I HATE SERVER LAG. I HATE IT!

THE FUTURE'S SO BRIGHT, I GOTTA WEAR VR SHADES! SEE YOU IN THE NEXT CENTURY!

"BLACK LOTUS"?! A CARD GAME THAT USES FLOWERS? WHAT GOOD DOES THAT DO?

-BRPZ-



# GOOD KNIGHT

Medieval armor was a really, really heavy suit. On average, these battlefield warriors wore about 70 pounds of steel armor—dating which is a little bit tricky, as the armor was made by hand. French knights wore the heaviest armor, and Charles of Anjou, the Count of France,

In the late 13th century, warriors realized that tournaments were killing a significant number of their trained warriors. They began to set rules for the tournaments including the use of padded hussars, whelms, and specialized helmets which were designed solely for the joust.

The idea that full plate armor was so heavy that a knight could not stand up if he was knocked over in battle is a myth. Weight was distributed throughout the body by using points (leather ties to an arming jacket) and straps.

As jousting grew more into a spectator sport, specialized armor was designed solely to make tournaments more spectacular. Maximilian I created a mechanized breastplate designed to burst apart when struck with a lance. The lance itself was also hollowed out so that it would shatter into a burst of splintered wood.

Chain mail is actually a term coined in the mid-1870s by RPG creators. The term maille or mail, is an old French word for mesh, or chain. So, in a way, saying chain mail is similar to saying chain chain. Next, if not all, modern armorers and historians refer to it simply as mail, or maille.

Plate armor was sometimes covered with cloth or painted. The most common color was red. This was intended to keep your opponent from realizing exactly how much you were bleeding from your wounds.

Swords were virtually useless against plate armor. Blunt or piercing weapons were much more effective. It was much easier to put a two inch deep hole in a helmet with the spike of a war hammer than thrusting a sword into a knight's armpit, which was also armored by mail gussets most of the time.

In 1520 Henry VIII had a spectacular suit of armor made for foot combat in a tournament. It covered every inch of his body in plate (except the inside of his hands). It included cartriges such as plate armor on the back of the knees, covering for his butt and gashets, and armor on the inside of his elbows. However, due to tournament rules, he had to scrap the suit completely and have a different one made.

The most common downfall of armor was rust. Medieval squires came up with several interesting ways to avoid sending their knight onto the field in orange armor. Plate armor was cleaned with olive oil, and maille was thrown in a barrel filled half full with sand and vinegar, and rolled down a hill.

Most armor was custom fit to the wearer like tailored clothing and the average suit weighed 75 pounds.

By 1398 the armorers of Milan were so proficient in their art that they could produce plate armor for 6,000 men in a few days.

armor facts by Matthew Reinhart, author and creator of the Armor Architect. You can find out more at [www.armorfacts.com](http://www.armorfacts.com).

ARMOR FACTS: A knight in full plate armor would weigh up to 70 pounds. A knight in full plate armor would weigh up to 70 pounds. A knight in full plate armor would weigh up to 70 pounds. A knight in full plate armor would weigh up to 70 pounds.



**1Q THEATER**  
PRESENTS

# THE TALENT SHOW

**-OR-**

How WotC will decide  
which cards will go into  
*Magic 7th* edition.

by the *InQuest* staff

A SUNNY AFTERNOON IN THE INQUEST GAMER OFFICE IS SHATTERED AS EDITORS JEFF HANNES AND TOM SLIZEWSKI HAPPEN UPON THEIR COLLEAGUE MIKE SEARLE, DEEP IN THE FRENZIED GRIP OF MADNESS!



All photos by Paul Schmitt. Art by: The author. \*is a registered trademark of Wizards of the Coast.

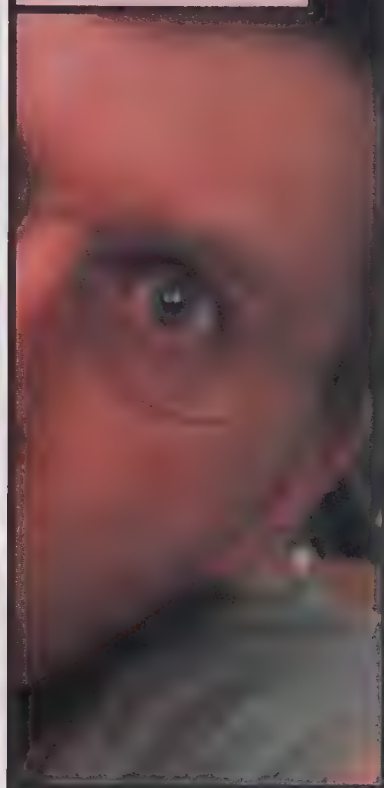
AS THE TWO WIRY EDITORS LEAVE,  
MIKE SEARLE GLIMPSES SOMETHING...



THERE, LURKING BEHIND ANCIENT  
COPIES OF PENTHOUSE AND  
EMPTY BOTTLES OF PROZAC...



SOMETHING THAT NO  
MORTAL EYE WAS EVER  
MEANT TO GAZE UPON...





# THE MAGIC 7<sup>TH</sup> EDITION TALENT SHOW!





















# THE INQUEST GAMER SCAVENGER HUNT

**W**ant to get your grubby little mitts on every single *Magic* card? Well then, here's how you go about it:

On the next page is a list of 50 things to collect, shoot and answer. Each item has a point value next to it. Your mission—should you choose to accept it—is to collect as many points as possible by snagging the items, taking the photos, etc. When you've done all you can do, so that you can't do no more, dump all your stuff in one box—make sure that's **ONE** box—and send it to us. Be sure to include the scavenger hunt checklist (or a photocopy of it, if you don't want to mess up your magazine) with the items checked off. And you get five points just for filling the list out. The person with the highest point total wins the grand prize. In the case of a tie, we'll choose randomly. We'll take the next highest 100 totals as runners-up, and they'll score some cool *Magic* swag as well.



# GRAND PRIZE:

**1** One lucky son-of-a-bottle gnome will win one of every *Magic* card, from the Black Lotus to Yavimaya Wurm. That's over 3,300 cards!

## RUNNERS UP

**100** A hundred of the second-place finishers will score whatever we've managed to accumulate around the office over the last 50 issues, including *Magic* T-shirts, *Magic* booster packs, oversized *Magic* cards and more!

### STUFF TO FIND FOR POINTS:

- ☐ Anything to do with a cheesy '80s TV show (3)
- ☐ Baseball card from the 1970s (1)
- ☐ Beach ball (2)
- ☐ Bizarre postcard (2)
- ☐ Bumper sticker with the word "frog" on it (4)
- ☐ Business card from a proctologist, urologist or gynecologist (5)
- ☐ Cannon piece from *Risk* (3)
- ☐ Cheesy romance novel (2)
- ☐ Crown from Burger King (2)
- ☐ Deck of cards with Jesus as the art on the card backs (5)
- ☐ Discount coupon for eggs (2)
- ☐ Drink coaster with non-English writing on it (3)
- ☐ Fake vampire teeth. Minus 10 points if they're used. (3)
- ☐ Indian Red Crayola with the wrapper (3)
- ☐ Left-handed scissors (2)
- ☐ Magnet in the shape of a cartoon character (4)
- ☐ Mexican jumping bean. Double the points if it's still jumping when we get it. (4)
- ☐ Nerf product (2)
- ☐ Newspaper story about Satan or demons (3)
- ☐ Non-six-sided die (1)
- ☐ Oddly-shaped soap (3)
- ☐ Packet of geranium seeds (3)
- ☐ Packet of unused sea monkeys (3)
- ☐ Picture of Elvis (2)
- ☐ Place-mat from a restaurant with a picture of fried clams on it (5)

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For a list of winners, available after July 24, 1999, send a self-addressed stamped envelope to: *The Inquest Gamer Scavenger Hunt*, Contest Winners List, c/o Wizard Entertainment Group, P.O. Box 118, Congers, NY 10920-0118.

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- ☐ Polka-dotted sock (5)
- ☐ Popular song you've rewritten with lyrics about gaming (3)
- ☐ Recipe, photocopied from a book, where a bug is an ingredient (5)
- ☐ Rubber lizard (2)
- ☐ Silver Lego brick (4)
- ☐ Something with the Canadian flag on it (2)
- ☐ Temporary tattoo of a monkey (4)
- ☐ 3-D glasses (5)
- ☐ Ticket stub from "The Phantom Menace" (4)
- ☐ Transparent rubber "Super Ball" (4)
- ☐ Two-color tennis ball (4)

### PHOTOS TO SHOOT FOR POINTS:

- ☐ Hot chick with *Magic* card or roleplaying game module (4)
- ☐ Sibling or friend in compromising position (3)
- ☐ Three squirrels (5)
- ☐ You and six people on a bed in a department store. One bonus point for each person more than six. (5)
- ☐ You hugging a fast-food restaurant manager (4)

- ☐ You, dressed crazy, reading *InQuest* in a public place (3)

### QUESTIONS TO ANSWER FOR POINTS:

- ☐ How do you decide which color goes first in chess? (2)
- ☐ What is President Bill Clinton's middle name? (2)
- ☐ What is the Prisoner's number on the television show "The Prisoner"? (3)
- ☐ What month and year did *Magic* first hit store shelves? (2)
- ☐ Where in California do the swallows always return? (4)
- ☐ Who is the NFL's all-time rushing leader? (2)
- ☐ Who produced the television specials "Rudolph, the Red-Nosed Reindeer" and "The Hobbit"? (3)
- ☐ Who wrote "Superman: The Movie" and "The Godfather"? (3)

**CONTEST DEADLINE  
JUNE 30, 1999**

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# Killer Decks

## Bayou Lightning II by Len Blado

**S**peed kills. No other *Magic* mantra is both as true and as timeless. Four years ago, the first issue of *InQuest* would inaugurate this space with that simple premise. In honor of our anniversary 50th issue, we'll revisit that very first Killer Deck, "Bayou Lightning," updating the rather elegant concept of crushing your opponent under an avalanche of oversized creatures.

### How to Play

In the original version, "Bayou Lightning" had a good deal of miscellaneous effects designed to disrupt or annoy its opponent like *Mind Twist* and *Strip Mine*. In the redesign, much of that has been taken out, either for lack of corollary effects in Standard or to simply streamline the deck. What's left is brutally potent creatures that land on the table before most opponents are ready to deal with them.

This means carefully deploying a mix of mana and threats in the early game. The deck is designed to really start moving around turn three, with earlier turns consumed by mana development. Normally, the first turn will consist of playing a land and either an enchantment-destroying *Elvish Lyrst* or a *Thran Turbine*. The *Lyrst* allows you to play a *Priest Of Titania* on the second turn and have a fair stockpile of mana on the third turn, with the *Priest's* ability to generate one green mana for every elf in play. If you don't see the elven mana coming on-line, then the *Turbine* might be a better play, as the colorless mana it provides during your upkeep will help pay the echo costs on many of your creatures, and increase the rate at which you can bring them out. In either case, you should usually develop the mana base first and begin bringing out the heavy hitters past turn two.

You should strive for a balance between developing your offense and keeping your opponent at bay. The *Simian Grunts* can be used as a form of creature removal, since they can be played as an instant and become surprise blockers. If your opponent is wary of such a tactic or his creatures can't be blocked by ground creatures, then

*Engineered Plague*, which can give all creatures of



one type -1/-1, should be able to deal with them. And if the game goes on long enough, you should eventually reach the point where you're ready to play the big, bad boy of the deck—the 7/7 *Verdant Force*, which creates a 1/1 green creature during each upkeep.

Even should the *Verdant Force* never appear, the deck can generate such enormous surges of mana and has so much trample, that it's fairly easy to simply *Howl From Beyond* for +20/+0 and kill an opponent in one fell swoop. One good trick is to tap a *Gaea's Cradle* for mana, and then sacrifice it to *Crop Rotation* to get a second *Gaea's Cradle*, which can then also be tapped for mana.

Such schemes work wonderfully against other fast, aggressive decks. However, control decks will likely hold back countermagic just for such occasions. Against permission decks, your best weapons are the *Simian Grunts*. Since they can be played as an instant, you can play them at the end of your opponent's turn, forcing them to tap out if they want to counter them, and leaving you free to play spells during your turn. The

### the deck

#### ARTIFACT

4 *Thran Turbine*

#### BLACK

4 *Engineered Plague*  
2 *Howl From Beyond*

#### GREEN

4 *Albino Troll*  
2 *Crop Rotation*  
4 *Cradle Guard*  
2 *Elvish Lyrst*  
4 *Priest Of Titania*  
4 *Rancor*  
4 *Simian Grunts*

2 *Uktabi Orangutan*  
2 *Verdant Force*

#### LANDS

2 *Ancient Tomb*  
10 *Forest*  
2 *Gaea's Cradle*  
4 *Thran Quarry*  
4 *Treetop Village*

#### SIDEBOARD

3 *Dark Banishing*  
2 *Elvish Lyrst*  
4 *Gloom*  
4 *Multan's Presence*  
2 *Uktabi Orangutan*

#### SUBSTITUTIONS

*Verdant Force* → *Rootbreaker Wurm*  
*Thran Quarry* → *Swamp*  
*Gaea's Cradle* → *Forest*



What's our favorite color other than purple? Well, green and red have appeared in the most of our killer decks, at 25 times each. We've also done a mono-color deck for each color and only once (issue #33) has a killer deck included all five colors.

ANNIVERSARY FUN FACTS





**THREE'S COMPANY** Jack and his girlfriends didn't age as well as *InQuest's* original Killer Deck.

Treetop Village creature-lands are also a significant threat, as they cannot be countered.

### Weaknesses

The deck is enormously strong against most conventional decks. With such a broad base of fast threats, it handles control and aggressive decks with equal aplomb. However, two strategies can cause considerable trouble. The first is mana denial. With 12 echo creatures and four land creatures, successfully destroying or locking down your mana means that a good deal of your deck is inefficient at best and unplayable at worst. However, since the deck generates such fast, large threats, normally your opponent will not be able to create a situation in which it is to their benefit to use all their mana to deny your mana.

The other major trouble spot is with combo decks, which ignore the opponent in search of some game-winning combo. Without any disruption tactics, you've simply got to put them "on the clock" and force them to attempt their combo earlier than they really desire. So long as you can keep control of the game's tempo, you have a good shot at beating them before they can assemble what they need to win.

### How to Sideboard

The sideboard provides additional artifact, creature and enchantment destruction so the deck can be fine-tuned to deal with these specific threats. By swapping between the main deck elements and the sideboard elements, you can subtly alter the mix of these various weapons to address virtually any deck. So long as you maintain no more than six to eight black cards in the deck, you shouldn't have problems with generating the appropriate mana.

The last two sideboard cards, Gloom and Multani's Presence, are designed to fight against very specific decks. Gloom is primarily meant as an answer to highly defensive decks and decks with *Armageddon*; the main deck's Engineered Plagues should be sufficient to crush *White Weenie* when combined with the enormous creature complement. Multani's Presence, which allows you to draw a card for every one of yours countered, is swapped in for cards such as *Howl From Beyond* and *Crop Rotation* which are unlikely to be very useful against countermagic.

If you're tired of seeing endless rehashes of the same old deck, then maybe you should break out some old school tech and teach your opponents that the best concepts are sometimes the oldest. ■

*Len Blado wants everyone to know that four years ago he was trading Black Lotuses for Basalt Monoliths and loving every minute of it.*

## the non-killer deck THEME DECK



### GOLDEN ANNIVERSARY

**T**hey keep telling me that there is no grand 50th issue gala *InQuest* celebration and that they're all staying home that night to sort *Spellfire* cards. Meaning that I wasted my time getting an inflatable life-size replica of the Taj Mahal, a donut cannon and a copy of the ultra-rare *Ogre LARP* (the traditional door prizes). But if there were a party celebrating four years and two months of *InQuest*, it might go something like this... ■ *Len Blado, Party Crasher*

### GUEST LIST

- |                     |                        |
|---------------------|------------------------|
| 1 Angus Mackenzie   | 1 Rasputin Dreamweaver |
| 2 Frenetic Efreet   | 1 Rubinia Soulsinger   |
| 1 Guiding Spirit    | 3 Wandering Mage       |
| 1 Gwendlyn di Corci | 1 Wood Sage            |
| 0 Phelddagrif       |                        |

### HIGHLIGHTS

- |                     |                          |
|---------------------|--------------------------|
| 3 Delirium          | 4 Prismatic Boon         |
| 1 Flooded Woodlands | 1 Squandered Resources   |
| 1 Grim Feast        | 2 Spontaneous Combustion |
| 2 Lobotomy          |                          |

### THE NEXT MORNING

- |                    |               |
|--------------------|---------------|
| 1 Fiery Justice    | 2 Misfortune  |
| 1 Hymn Of Rebirth  | 2 Purgatory   |
| 1 Malignant Growth | 4 Reparations |

### LOCATIONS

- |                     |                   |
|---------------------|-------------------|
| 1 Ghost Town        | 2 Treetop Village |
| 2 Hall Of Mists     | 1 Unholy Citadel  |
| 4 Polluted Mire     | 2 Wasteland       |
| 3 Scorched Ruins    | 2 Winding Canyon  |
| 3 Smoldering Crater | 4 Wizards' School |

More **KILLER DECKS** for your other favorite CCGs ➔



# Killer Decks 2

## Fist Fulla Pokémon

by Rich Lipman

**O**ne of the best ways to win a *Pokémon* duel is to keep your opponent off balance by using quick effective attacks and disabling the opposing pokémon's ability to fight back. This deck features lightning fast pokémon that pack a wallop—along with the tricks you'll need to bring the match to a satisfying end.

### Deck Concept

Our "Fist Fulla Pokémon" deck features several quick-start pokémon capable of attacking with only one energy and more that inflict lethal damage with two or three. The hard-punching Hitmonchan and the shockingly quick Electabuzz are the headliners of this deck. Hitmonchan packs a 20 point damage attack with only one energy and can dish out 40 with three energy. Electabuzz has a 10 point attack which can paralyze for one energy or an amazing 30 point attack for only two. And because they both have 70 hit points, they're hard to knock out.

The evolving pokémon Machop and Diglett can deliver 20 and 10 damage with only one energy and Diglett can do 30 for only two. Evolve them into Machamp and Dugtrio and they can prove a threat to anything your opponent can muster. Their attacks are in the hefty 60 and 70 point range which will even hurt creatures which are resistant to their attacks. The trainer cards in the deck include plenty of card drawing to make sure you get enough Energy as well as a few tricks to keep your opponent guessing.

### How to Play

Obviously, you need to start the beatings right away with this deck. A first turn Hitmonchan, Electabuzz or even Machop can get you going quickly. They all have decent attacks that only cost a single energy. Once you have your starting pokémon charged up, begin working on another so you'll be able to strike fast. Don't be afraid to leave your pokémon out to die if they can inflict that extra damage. This deck needs to keep the damage coming and you should be dealing faster than your opponent.



If your opponent gets out a B.F.P.—Big Fat Pokémon—with a lot of hit points, you've got two choices: beat it down or use the Gust Of Wind to bring up one of his lesser critters so you can squish it and gain the prize. Obviously, the latter deal is the way to go.

Gust Of Wind is a major component in your bag of tricks, by the way. At some point in most duels, your opponent will play a scrub pokémon to his bench as the first stage of a scary and powerful evolution. You can force it into battle right away with a well-timed Gust, earning not only a knockout and prize, but guaranteeing that your opponent's stage one and two pokés languish in his hand rather than menacing you from the table.

Another key use of Gust Of Wind is to force into battle the powerful pokémon who can use their awesome powers while on the bench. For example, many *Pokémon* decks pack Alakazam, whose damage swap is an amazingly useful power. During most games your opponent will leave it on the bench to do it's dirty work in safety while all the damage you do to his active pokémon gets moved around. A Gust will bring Alakazam front and center where

## the deck

### FIGHTING POKÉMON

- 3 Diglett
- 2 Dugtrio
- 4 Hitmonchan
- 4 Machop
- 2 Machoke
- 1 Machamp

### ELECTRIC POKÉMON

- 4 Electabuzz

### TRAINERS

- 4 Bill
- 3 Energy Removal
- 3 Gust Of Wind
- 2 Professor Oak

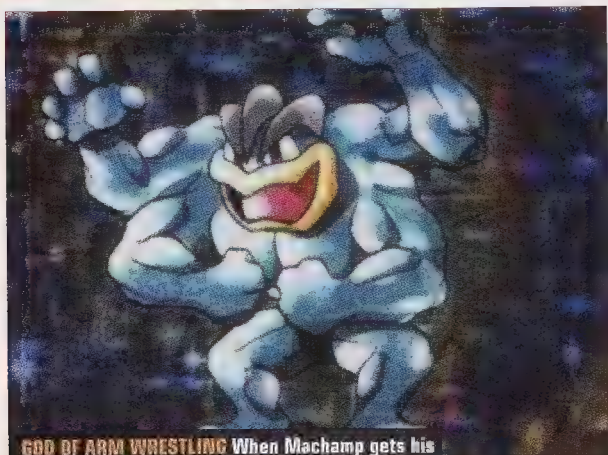
- 2 Super Energy
- Removal
- 1 Super Potion

### ENERGY

- 8 Electric
- 17 Fighting







**GOD OF ARM WRESTLING** When Machop gets his four meathooks into a pokémon, it's all over, baby.

you can try to beat it down. Same thing applies to the other pokémon whose powers work really well from the bench.

Your Energy Removal and Super Energy Removal are keys to strategically keeping your opponent's pokémon neutered. Usually while your opponent is putting up small fry or wall type pokémon like Chansey or Onix he is preparing something a little more lethal.

You can combine your Gust Of Wind with Energy Removal to force up one of his deadlier pokémon while at the same time making it unable to strike back due to energy problems. This should give you time to kill it off while it's stranded on the front lines without enough energy to retreat. If your opponent has built up a loaded Charizard or Zapdos a well-timed Energy Removal can buy you a turn or two to deal with it before it starts turning your pokémon into snacks.

Use the Super Potion late in the game to keep your big pokémon on the board, especially when your opponent thinks he can gain the upper hand by knocking it out. Save it for just the right occasion to keep the poké-beats coming. It works well on a damaged Machoke to strengthen his karate chop.

## Weaknesses

Pokémon resistant to fighting are a major problem for this deck. Use Electabuzz to fight them or use the Gust Of Wind to push them back to the bench and bring up a more "edible" pokémon. If you have to face a fight-resistant pokémon, don't waste energy trying to get in 10 points of damage with Hitmonchan. Prepare a big damage Dugtrio or Machamp to take it on.

Save your Energy Removal for an opponent with a huge energy requirement or to give your pokémon an extra turn of life. A starting Chansey or Onix may take a while to hack down since they have high hit points. If you can't drive a pokémon away with a Gust Of Wind, you will need to just keep whacking on it and strengthen the guy on your bench. Those "wall" pokémon can take a licking, but with Energy Removal and Gust Of Wind, you should be able to cope.

There are many different types of successful and fun pokémon decks you can build. This one is fast, lethal and capable of quickly eliminating your opponent's threats. If it reflects your play style, you should have a lot of fun with it. Don't forget though, one of the most fun parts of pokémon is building your own deck. Experiment and keep trying to achieve pokémon mastery.

*Rich Lipman is trying to convince people that he wasn't the model for Chansey in spite of the obvious resemblance.*

# the non-killer deck THEME DECK



## WEED WHACKERS AND BUG KILLERS

**G**ardening is a popular way to spend the time. Nothing's finer on the warm breezy days of early summer than tending a festive garden of healthful vegetables and lovely flowers, right?

Get real! Kicking weed and insect-pest ass is where it's at! This *Pokémon* deck presents a whole host of annoying garden vermin with which to task your opponent. So get out that weed whacker and go to town!

You have lots of ways to bug your opponent. From the powerful Venusaur, which can whack almost any pokémon in one swipe, to the Beedrill, who can plant a nasty sting on anything. Sure, getting these second stage beasts into play can be tricky but with the addition of a gardening expert like the Pokémon Breeder it can be a snap.

Maintaining a garden can be hard work. If some of your pokémon become damaged, just use your Venusaur to move the energy to other pokémon.

■ Rich Lipman

## POKÉMON

- |                                 |                            |
|---------------------------------|----------------------------|
| 4 Weedle (Hairy Bug Pokémon)    | 4 Bulbasaur (Seed Pokémon) |
| 3 Kakuna (Cocoon Pokémon)       | 3 Ivysaur (Seed Pokémon)   |
| 2 Beedrill (Poison Bee Pokémon) | 2 Venusaur (Seed Pokémon)  |
| 3 Tangela (Vine Pokémon)        | 4 Caterpie (Worm Pokémon)  |
|                                 | 2 Metapod (Cocoon Pokémon) |

## TRAINERS

- |   |   |
|---|---|
| 2 Devolution Spray (Bug Killer)                                     | (Gardening Expert)                              |
| 2 Item Finder (You never can find the right tool when you need it.) | 1 Maintenance (Keeps your tools nice and shiny) |
| 1 Pokémon Breeder   | 2 Super Potion (Helps Plants Grow)              |

## ENERGY

- 25 Grass Energy



# DECK BUILDING

# 101

## Weenies

by Jeremy Smith

**H**ard, fast and furious. Those are three words that'll run through your opponent's mind as you run him over with a swarm of green weenies. You'll be pounding him into the ground before he knows what hit him.

### Step 1: Theme

This deck revolves around a horde of small, quick creatures and several spells that help beef them up and hasten your opponent's demise. He'll constantly be forced to block or kill off your creatures or face being run over very quickly. You'll often be able to play out all the creatures in your hand by the third turn and finish off your adversary within five turns.

### Step 2: Colors

While quality weenie hordes can be assembled in pretty much every color, I chose to go with green for this deck due to its great ability to speed up mana production and get creatures into play a turn or two earlier than the other colors. With the Urza's Cycle, green also gained a wealth of echo creatures, which trade off extra power and toughness for a slightly cheaper casting cost that must be paid again on the turn after being cast. This trade-off usually ends up being quite worthwhile.

### Step 3: Creatures

The first things you'll need for this deck are creatures—lots of them. When including creatures in a deck, it's important to follow a mana curve. This means that you should include a larger number of smaller, lower-casting cost creatures than larger, more expensive ones in order to ensure being able to cast them earlier in the game and use up all of your mana each turn. Having lots of cheap creatures also leaves more room open for paying the echo costs of some of your creatures.

For one-casting cost creatures, I went with four Llanowar Elves, two Pouncing Jaguars, two Elvish Lyrists and two Scavenger Folk. The Llanowars should be standard in any heavy-green deck, as their ability of tapping for one green mana is one of green's staples and helps speed decks up immensely. The Jaguars, 2/2 echoers, are a bargain at only one mana and leave room for you to cast a second-turn creature while still being able to pay the echo cost. The Lyrists and Folk let you eliminate nasty enchantments and artifacts while serving double-duty as 1/1 creatures.

At the two-mana level, there are four Priests Of Titania, four Muscle Slivers and two Albino Trolls. With



**CLAWS AND EFFECT** By the third turn this deck can spit out a 9/9 Pouncing Jaguar.

## the deck GREEN MEANIES

### GREEN CREATURES

- 2 Albino Troll
- 2 Cradle Guard
- 2 Elvish Lyrists
- 4 Llanowar Elves
- 4 Muscle Sliver
- 2 Pouncing Jaguar
- 4 Priest Of Titania
- 2 Scavenger Folk
- 4 Simian Grunts

### GREEN SPELLS

- 2 Crop Rotation
- 2 Hurricane
- 3 Might Of Oaks
- 2 Overrun
- 4 Rancor

### LANDS

- 17 Forest
- 2 Gaea's Cradle
- 2 Treetop Village



In issue #7 loyal fan Karen Weatherbee snagged a complete set of *Magic* cards for creating the coolest original card among thousands of entries. The black interrupt, Changeling read, "Gain control of target creature as it is being cast. Player casting creature gains a Changeling counter. Treat Changeling as a 0/1 black creature."

ANNIVERSARY FUN FACTS



# HONOR ROLL

10 elves in the deck, the Priests will often be able to tap for two, three or more mana each turn. The slivers are decent at 2/2 for two mana, but they have the added bonus of making each other +1/+1 bigger for each extra one in play. Of course, if you run up against a sliver deck, you should probably sideboard them out. Finally, the Albino Troll is a fat 3/3 regenerating echoer and will be bigger than anything else your opponent can cast within a similar time frame.

Rounding out the creatures, there are two Cradle Guards and four Simian Grunts. The Guards, like the Trolls, are huge for their cost, and their trample ability will make your opponent think twice about chump-blocking them. The 3/4 Grunts are the closest things that green has to spot-creature kill, since they can be cast anytime you can play an instant and can take out incoming attackers. You'll also be able to attack with the Grunts right away, too, if you cast them during your opponent's turn.

What didn't make it? Well, Wall Of Blossoms and Miltani's Acolyte, while having the nice benefit of replacing themselves with another card, don't offer the power-and-toughness-to-casting cost ratios that the other creatures do. Acridian, while decent, generally is slightly inferior to the Albino Troll—though it's a fine substitute should you be short on Trolls. Wild Dogs, while also a bargain, are too situational and can often hurt you more than they'd help you. Hidden Gibbons (I count them as creatures), Spike Weavers and Argothian Wurms can work well, but they're rare and tough to get a hold of easily.

## Step 4: Spells

Since there are so many creatures in this deck, there are few spells, and most of these simply give your creatures more punch. Rancor, a bargain at one green mana, gives a creature +2/+0 and trample and returns to your hand if the enchanted creature dies. Overrun and Might Of Oaks simply make your creatures huge. While they're expensive, they can be game-enders and usually won't be tough to cast with all your extra mana sources. Since the Might is rare, you can also substitute in Giant Growth or Symbiosis if you don't have any.

Lastly, there are two Hurricanes, which can provide defense against flyers as well as deliver the knockout blow to your opponent, and two Crop Rotations, which let you fetch Gaea's Cradles and Treetop Villages when you need them.

## Step 5: Lands

Since this is a straight green deck, the land choice is limited. Twenty-one total lands seemed to be about the right ratio for this deck, so I went with 17 Forests, two Gaea's Cradles and two Treetop Villages. The Cradles can provide huge amounts of mana, and the Villages can double as both mana sources and 3/3 trampers. If you have them, Mox Diamonds are also an option.

**You'll be able to thwack your opponent around quite a bit with this pack of nasty weenies. Three more words you'll put into his mind? Game, set, match!**

Jeremy Smith ([jeremysm@roundtable.cif.rochester.edu](mailto:jeremysm@roundtable.cif.rochester.edu)) wonders if an article about green weenies warrants an "R" rating.

**H**ere are the choice cards for this deck and how to play them most effectively:



### ALBINO TROLL:

This and the other two echo creatures—Pouncing Jaguar and Cradle Guard—give you a huge amount of bang for your buck. A 3/3 regenerator for two mana is nothing to sneeze at.



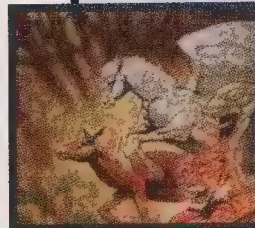
### GAEA'S CRADLE:

With 26 creatures in this deck, you'll almost always be able to tap this for more than one green mana. This is key in casting a quick Overrun or in blasting away your opponent with a large Hurricane.



### MIGHT OF OAKS:

The +7/+7 bonus this card gives is just gigantic. All you need to do is get through one creature unblocked—an easy task for this deck—and you'll be puttin' serious hurt on your opponent in no time.



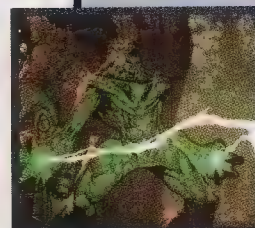
### OVERRUN:

This turns an army of weenies into a battalion of fatties in no time. Since it gives trample, it ensures that damage will still go through even when your creatures are blocked, and it can easily end a game.



### PRIEST OF TITANIA:

Like Gaea's Cradle, the Priest has the possibility of tapping for large amounts of mana. It tends to draw fire away from you and your other creatures, and doubles as part of your weenie horde.



### RANCOR:

One of the few tournament-quality creature enchantments, this card is incredibly versatile. It can make a creature as small as a Llanowar Elf something to be feared, and you'll still get it back should its target die.



### SIMIAN GRUNTS:

You'll often want to hold these in your hand until a smaller attacker comes barreling your way. Even if you don't pay the echo, you've killed a creature for three mana, and if you do, your opponent will have to deal with them right away.



# DEAD MAN'S HAND

## THIS MONTH'S CHALLENGE TIME FLIES

### You can't WIN.

In 25 issues, Eugene T. Dudley, the world's worst *Magic* player, has been through it all. He's pumped his Atog to high heaven, captured the affection of the Silver Queen and even found a use for Sorrow's Path. Granted, he used it to kill himself, but it was a use nonetheless. So now, two years after his big *InQuest* debut, Eugene is looking to pull off the ultimate feat—50 straight turns in honor of 50 issues of *InQuest*.

Squaring off against his old nemesis, Clint "The Fist" Canyon, Eugene has managed to get several pieces of the engine into his hand. Unfortunately, his Necropotence—and Clint's direct damage—have dragged him down to one life. Can Eugene really take 50 extra turns in a row? Probably not. After all, we are talking about a guy who thinks the Brown Ouphe is a killer card. Heck, he's so brain-baffled by his options that he's not even sure what to do next. So help him out, and see how many extra turns in a row you can put together.

### Keep in mind the following:

- It's the beginning of Eugene's main phase. He's at one life and knockin' on death's door.
- Thanks to the Necropotence you don't have to worry about running out of cards. Of course, since Eugene is only at one life, you don't have to worry about drawing any either.
- The Time Vault has a time counter on it. Note that if you skip a turn to untap the Vault, you'll break the streak of consecutive turns.
- Remember, you don't have to cast everything during one turn. Since you'll be taking several turns in a row you can spread your casting over multiple turns.
- It figures that the only creature Eugene's managed to get into play is an Ornithopter, so fear not—there's no threat of him notching a victory. Eugene has never legally won a *Magic* duel. You think that's gonna change any time soon?

Photo by Phil Schwedl. *Magic: the Gathering* is a registered trademark of Wizards of the Coast.



### HAND

- 1 Fork
- 1 Recall
- 1 Regrowth
- 1 Time Bomb
- 1 Time Ebb
- 1 Time Walk
- 1 Time Warp

### CARDS IN PLAY

- 1 Crystal Chimes
- 1 Necropotence
- 1 Ornithopter
- 4 Second Chance
- 1 Time Vault

### LAND

- 2 Tropical Island
- 2 Underground Sea
- 3 Volcanic Island

Mail in your step-by-step solution to:

### DEAD MAN'S HAND

#### TIME FLIES

c/o INQUEST  
PO BOX 118  
CONGERS, NY 10920-0118



## ENTER THE CONTEST

The winner, randomly chosen from all correct entries, will snag a box of *Urza's Destiny*. All entries must be postmarked no later than May 29, 1999

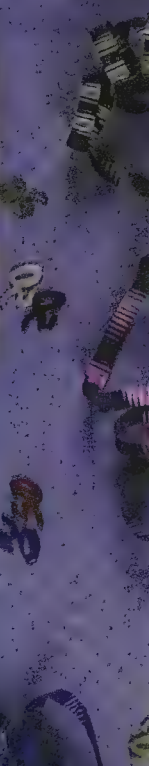
### LAST MONTH'S "WAKE UP!" SOLUTION:

**Your mission:** Activate all five sleeping sorceries, which began the turn in play. The only way to do it is to take care of everything during your upkeep, so here's how it's done.

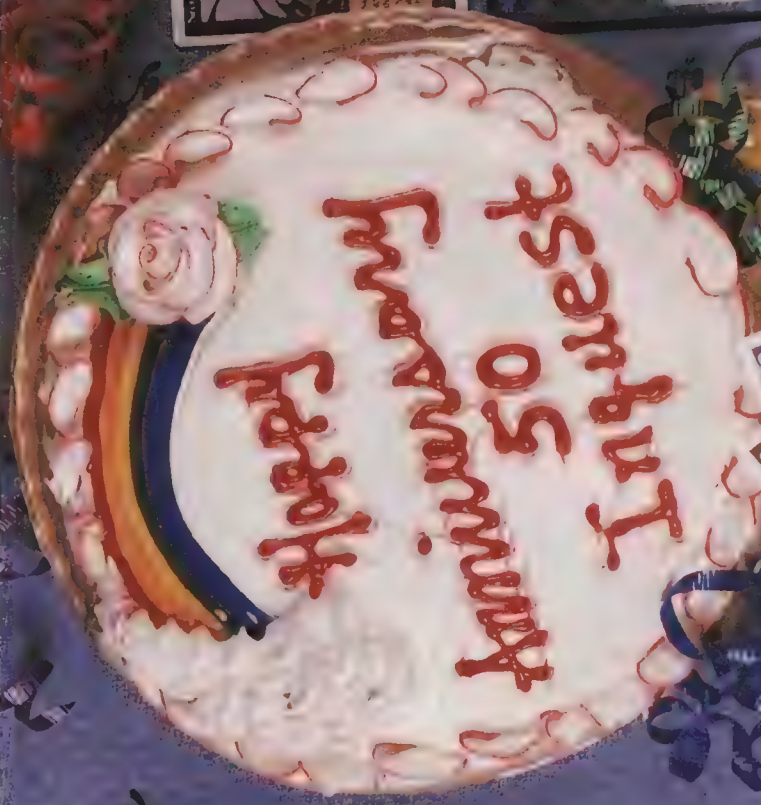
- 1 Tap all lands for mana. You take 5 damage and your opponent gains control of your Ghazban Ogre. (2 green, 1 red, 1 white, 2 colorless mana in pool.)
- 2 Cast Harrow and sacrifice a land to put two lands into play. (1 green, 1 red, 1 white, 1 colorless.)
- 3 Tap the Witch Engine to add four black mana to your pool. Your opponent gains control of the Engine. (4 black, 1 green, 1 red, 1 white, 1 colorless.)
- 4 Cast Fling and sacrifice the Eviscerator to do 5 damage to yourself. Use Penance to prevent the damage, putting the Gilded Drake on top of your library. (4 black, 1 green, 1 white.)
- 5 Activate Oath of Druids, bringing the Gilded Drake into play. Your opponent gains control of the Gilded Drake, you gain control of the Witch Engine.
- 6 Cast Burst of Energy to untap the Witch Engine and then tap it for four black mana. Your opponent gains control

- of Engine. (8 black, 1 green.)
- 7 Let the Yavimaya Granger die by failing to pay its echo cost.
- 8 Cast Repopulate to shuffle the Eviscerator and Granger into your library. (7 black.)
- 9 Your opponent has three creatures, so you can activate the **Defense of the Heart**. Search your library for the Eviscerator and the Granger and put them into play. You lose 5 life and may search your library for any basic land and put it into play.
- 10 There are now five creatures in play, so activate the **Planar Collapse** to destroy all creatures.
- 11 There are now seven lands in play, so activate the **Impending Disaster** to destroy all lands
- 12 Your hand is empty, so you may activate the **Blink of Madness**.
- 13 Finally, you are now at five life, so you activate the **Second Chance**.
- 14 Take seven damage of burn from the leftover Witch Engine mana and die. Ah well.

TO INFINITY AND BEYOND! How many consecutive turns can you spin out with this spread of goodies?









# BASIC TRAINING

## Star Wars CCG

by John Kaufeld

**W**ith a game as rich and flexible as the *Star Wars CCG*, the strategic possibilities never end. But whether you battle in space, blaze through the clouds or clash on the ground, a few basic tips will boost your playing prowess from Outer Rim-wannabe to hero of the Rebellion—or to Grand Moff of the Empire, if that's more your style.

**PUBLISHER:** Decipher, Inc.

**GENRE:** Science fiction

**RELEASE:** December 1995

**PACKAGING:** 60-card starter decks; 9-card booster packs

**SUGGESTED RETAIL:** \$8.95 per starter; \$2.50 per booster

### BASIC STRATEGY

Before you do anything else, burn these three magic words into



Which article has generated the most controversy? Hands down, it's "Games That Suck" from *InQuest* #29. The feature which got the most fan mail? "Contest of Champions" from issue #15, where cartoon fantasy characters like Elric vs. King Arthur and Cthulhu vs. Sauron duked it out.

ANNIVERSARY FUN FACTS



Photo courtesy Everett Collection Star Wars CCG™ © Lucasfilm, Decipher and/or their users.

your memory: "Read the card." Believe it or not, this simple adage takes your playing skill to a much higher level. Winning a game isn't merely a matter of playing the right card at the right time. It's also a matter of remembering special abilities of your existing cards and applying those abilities when they help the most. Practice before a game and live it while playing. Even the best players forget to read the cards from time to time—and usually end up kicking themselves for it.

For instance, Don't Get Cocky gives the Light Side two extra battle destiny draws if Luke and Han fight side-by-side in battle. That's a great benefit, no doubt about it. But that's not all the card does. Read further in the card's game text and you find one of Decipher's famous "OR" clauses. In this case, Don't Get Cocky also lets the Light Side destroy a TIE/LN immediately after the Dark Side declares a battle at that system. This makes the card useful whether or not Han and Luke ever emerge from the Reserve Deck.

The "read your cards" rule applies to your opponent's cards, too. When your opponent plays an interrupt or effect or uses the game text of some other card in play, it's perfectly legal to take a moment and read the card's text for yourself. After all, your opponent is human, too; he could make a mistake in the heat of the game, and accidentally play a card that seems appropriate, but doesn't quite work. Powerful defense cards like Too Cold For Speeders

and system-wide effects, such as Sundown, only operate under certain conditions or locations. It only takes a moment to make sure your

opponent's plays match the text on his cards, but that moment might save the game for you.

Pay attention when your opponent draws a destiny card. Don't simply focus on the destiny number. Granted, that's why he drew the card, but he's also showing you something from his deck; it's an important clue. Pay particular attention if it's an interrupt or effect, since those cards give you excellent insight into your opponent's strategy.

Don't be afraid to look up things in the rules or glossary during the game. If you aren't sure about a

definition—there's a big difference between locations, systems and sites—revised game text for a card or anything else, consult the rules. Likewise, if you play in a tournament, ask the tournament director for a ruling if you and your opponent disagree on how part of the game should work.

Once you build these basics into your playing habits, begin working on the more advanced technique of tracking cards as they move through your life force. Don't do anything unseemly—like say, *cheat*—but do pay attention to the cards passing through your life force piles. Specifically, get a sense of where the high destiny cards are lurking and when they might turn up again.

Here's a simple example of the technique. It's late in the game, and you have 14 cards in your life force. You activate 10 Force this turn, leaving 4 cards in your reserve deck. Using Reactor Terminal/Traffic Control, you move a Restraining Bolt and Caller, which are both destiny 6, from your hand into the used pile. You continue the turn, eventually placing 7 more cards—6 from the Force pile and one from the reserve deck—onto the used pile.

At the end of the turn, when you recycle the used pile, those two destiny 6 cards move to the bottom of your reserve deck, buried under exactly 10 cards. Now you must plan carefully. By activating exactly the right amount of Force, you can manipulate where the two high destiny cards sit in your reserve deck. To bring the cards to the top of the reserve deck, activate 10 Force. Now you have two great battle destiny draws! Activate 9 cards instead and you left space for a destiny draw to use with an interrupt or effect which, in turn, leaves the pair of destiny 6 cards ready to draw.

As you can see, this technique takes some practice, but it's much easier to learn than you might think. Practice your strategies, learn to plan how much Force your game actions require and then blow away the competition as the cards come up exactly the way you want them to appear.

Since everything in *SW CCG* happens during specific phases, take a close look at these building blocks of your turn. Make a habit of going through every phase of the turn, even if you apparently have nothing happening during that phase. I actually say the phase names aloud so there's no question about what I'm doing: "Activate, 10 Force, control, no controlled locations, deploy..."

**YAVIN A GOOD TIME** Put our tips to use and fly to victory.

## CARD ANATOMY

**CARD TYPE ICON:** Classifies the card by type—Rebel, Imperial, starship, etc.

**LORE:** General background text about the card. Special characteristics—bounty hunter, leader, smuggler, spy, etc.—appear here in bold text.

**GAME TEXT:** Details card abilities, restrictions and other information. Pay close attention to everything in this area of each card.

**FORFEIT:** Value when losing the card in battle.

**DEPLOY:** Cost to deploy the card.



**NAME:** Card name or title.

**DESTINY NUMBER:** Used to resolve battles, weapon shots and other game actions, such as interrupt and effect results.

**EXPANSION SET ICON:** Identifies the expansion set containing this card. No icon appears on *Premiere* cards.

**ADDITIONAL ICONS:** Displays character skills—pilot, warrior, permanent weapon, etc.—and special feature icons, such as independent starship, Scomp link, selective creature.

**ATTRIBUTES:** Lists values for card power, ability, armor, maneuver, hyperspeed, land-speed and Force attunement where applicable. Creature cards include defense details.



# BASIC TRAINING

Since your opponent can technically take an action at any point in your turn, moving through each phase in a deliberate way prevents him from saying "I know you just declared battle, but I was going to do something at the end of your deploy phase."

Although it harkens back to the "read your cards" mantra, pay attention to cards that take action only during certain phases. Figrin D'an makes his bet during the control phase, which is also when Reflection retrieves a card from your lost pile. Sniper fires a weapon during the control phase, but it can't if you don't remember to play the card until halfway through the deploy phase.

Finally, when drawing at the end of your turn, remember to leave some cards in the Force pile to pay for "react" movements during your opponent's turn. A well-timed react drastically messes up your opponent's carefully crafted plans.

## DECK-BUILDING

Playing the game requires a solid deck, and as with everything else in *SW CCG*, there's a definite science and art to deck-building. Both science and art? Yes, quite true. It's a science, because certain card combinations show up regularly in successful decks, which means research and testing leads to better decks. But that's not the whole story. There's an art to deckbuilding as well, because a good deck plays out like a good story with plots and sub-plots building to a final victorious climax.

When starting your new deck, begin with a single goal in mind. Keep the goal simple and focus the deck around it. With so many cards in the various *SW CCG* sets, it's easy to get sidetracked by cool cards in your collection. Sure, you want to use them, but first they have to fit into your goal. If they don't, then leave them out or change the goal.

With the definite goal in mind, it's time to choose locations.



**WALK DON'T RUN** Paying close attention to cards previously played by your foe can win you the game.

Photo courtesy Foto Fortunes

in this, pay attention to how much Force each one generates for you and your opponent. Also watch the game text for the sites. A few innocent words like "Your characters present here are immune to attrition" make a lot of difference in the game. Look for sites that offer you good Force generation while providing few advantages to your opponent.

## LAYOUT

**DARK SIDE OF THE TABLE:** The Empire puts its cards up here.

**LOCATIONS:** Where the action happens. Gain Force, drain Force, move and battle here.

**LIGHT SIDE OF THE TABLE:** The Rebels play on this side of the locations. Cards representing characters, vehicles and equipment are played at the location sites.

**DEPLOYED EFFECTS:** Most effects in play go here. Others play on a particular character or location.

**LIFE FORCE AND LOST PILE:** Your Force pile, used pile, and reserve deck, which together represent your life force. Cards removed from the table or discarded from your hand go in the lost pile.

Photo by Pau Serrate



Who is *InQuest's* most prolific writer? Games Editor Jeff Hannes has had his name tagged to 138 articles, and that's including the many he's worked on as part of the "IQ Gamer staff."

ANNIVERSARY FUN FACTS



Your deck goal and locations make up the map for the final step: Selecting the rest of the deck. You need cards that inflict damage on your opponent through Force drains, direct battle, etc.; cards that reduce or prevent damage given by your opponent, like *It Could Be Worse*; and one more group of cards, which I like to call "plot complications." These are the interrupts, effects, and other cards in your deck which change the flow of the game. They might prevent game actions, allow extra destiny draws or help you get cards into play, among other things. They make the game fun and are often the key to turning a game in your favor.

As you select cards, look for things that help when played by themselves, but that truly rock when working in combination with other cards. These combinations are the essence of the deckbuilding art. Nothing makes you prouder than when someone looks at your deck and says "Cool combo!"

The Rebel snowspeeders in the sample deck are an excellent combo example. By themselves, they're limited—low deploy cost, medium power and a decent destiny number. Combine them with some other cards, though, and watch them turn vicious. Wrist Comlink lets them move as a react to a battle or Force drain. CZ-3 helps them deploy as a react. ASP-707 makes them deploy for free. Combine those two droids together and you get snowspeeders that deploy for free as a react. Now, that's nasty!

Building the ultimate deck takes creativity, ingenuity, and skill—but most of all, it takes cards! Although "theme" tournaments, like Decipher's Beshin and Beyond events earlier this year, focus on cards from a particular expansion, most decks require a mix of cards from several sets. For instance, a *Rescue the Princess* objective deck requires locations and interrupts from *Premiere*, *A New Hope*, and *Special Edition*. Without the supporting cards, your cool objectives are nothing but trading stock.

Since each of the expansions focuses on a particular segment of the movies, it's easy to focus your purchases and stock up on the cards you need. Build a foundation for your collection by focusing on *Premiere*, *A New Hope*, and *Special Edition* cards. These sets include the main characters, great supporting cast members, all of the primary starships, and a ton of valuable interrupts and effects.

Add spice and themes to your decks with cards from the other sets. *Hoth* includes snowspeeders and walkers (which work great on any planet), while *Cloud City* adds bounty hunters, more ships, clouds, cloud cars, and the infamous carbon freezing chamber. Add more aliens and creatures to your deck with a trip to *Jabba's Palace*. Pick up some *Dagobah* packs for Dark Side space power and Light Side Jedi training.

## THE SAGA CONTINUES

Don't forget about online trading and purchasing opportunities, either. For a start, check out the SWCCG area in the Mozilla Open Directory Project ([http://dmoz.org/Games/Trading\\_Cards/Star\\_Wars\\_CCG/](http://dmoz.org/Games/Trading_Cards/Star_Wars_CCG/)), the game-oriented newsgroups (specifically [rec.games.trading-cards.marketplace](http://rec.games.trading-cards.marketplace)), and the Decipher-sponsored discussion boards and mailing lists available on their website (<http://www.decipher.com/starwars/index.html>). If you use America Online, look at the CCG Headquarters inside the Gaming area (keyword GAMING).



This deck combines Incom Corporation, Incom Engineers and maintenance droids to pump up the power, ability and immunity to attrition of your snowspeeders, skyhoppers, and X-wings. Using those vehicles, build complementary Force drains on the ground and in the clouds.

• During the early turns of the game, build up your presence in the War Room

to protect the Incom Corporation card that's coming later. It's a great place to start key characters like the Incom Engineer, Tibanna Gas Miner and Figrin D'an.

• Once Yavin IV comes into play—either from you or the Dark Side—immediately deploy your cloud sectors, move a couple of T-16s into them and get a Tibanna Gas Miner on the table. This combination is the major power behind your Force drains.

• It's important to put a T-16 or two into the lowest cloud sector—the one closest to the sites on Yavin IV—because from that location, your T-16 can "react" to any battle or Force drain at an exterior planet site, even if you turn on Maneuvering Flaps.

• Han is the key character in this deck, since you gain extra battle destiny draws when pairing him with either Leia or Luke. Optimally, put Han in a T-16 Skyhopper, then tempt the Dark Side into an exterior site battle with Leia or Luke. Spring the trap by moving Han and the T-16 into the battle as a "react." Remember to leave one or two cards in your Force pile to pay for the move.

■ John Kaufeld

## LOCATIONS

- 2 Yavin 4 System
- 3 Clouds
- 1 Yavin 4: Massassi War Room (Starting location)
- 1 Yavin 4: Docking Bay
- 1 Swamp
- 1 Jungle
- 1 Forest
- 1 Farm

## CHARACTERS

- 1 General Dodonna
- 1 Commander Vanden Willard
- 1 Torgyn Farr
- 1 Leia With Blaster Pistol
- 1 Han With Heavy Blaster Pistol
- 1 Luke With Lightsaber
- 1 Romas "Lock" Nevander
- 3 Incom Engineer
- 2 Tibanna Gas Miner
- 1 Figrin D'an
- 1 WED-1016 "Techie" Droid
- 1 WED-9-M1 "Bantha" Droid

## VEHICLES AND STARSHIPS

- 4 Snowspeeder
- 4 Incom T-16 Skyhopper
- 1 Luke's T-16 Skyhopper
- 4 X-wing
- 1 Red Leader in Red 1

## INTERRUPTS

- 2 Alter
- 2 Control
- 2 Sense
- 3 The Signal
- 1 Leia's Back

## EFFECTS

- 2 Incom Corporation
- 1 For Luck
- 2 What're You Tryin' To Push On Us?
- 1 Yarna d' al' Gargan
- 1 Traffic Control
- 1 Wise Advice (Starting Effect)
- 1 Maneuvering Flaps
- 1 Reflection

John Kaufeld is hard at work on his next magnum opus, *InQuest Gamer for Dummies*.



# plugged in

## EverQuest by Jeff Hannes

**Y**ou've tracked your prey to a secluded region of the Toxxulia forest. With grim determination, you launch a bolt of flame at your foe. It turns and races toward you, claws flailing, and so the battle begins. Within moments the tide turns against you. "You have been diseased!" the display reads, mocking you as your health takes a dive. You turn to run, but it's too late. The computer politely informs you that "You have been knocked unconscious!" and you are forced to watch helplessly as your enemy continues to take swats at your mutilated body. Finally, that humbling message appears on screen: "You have been slain by a skunk!" Hey... No one said the life of a fledgling adventurer was easy.

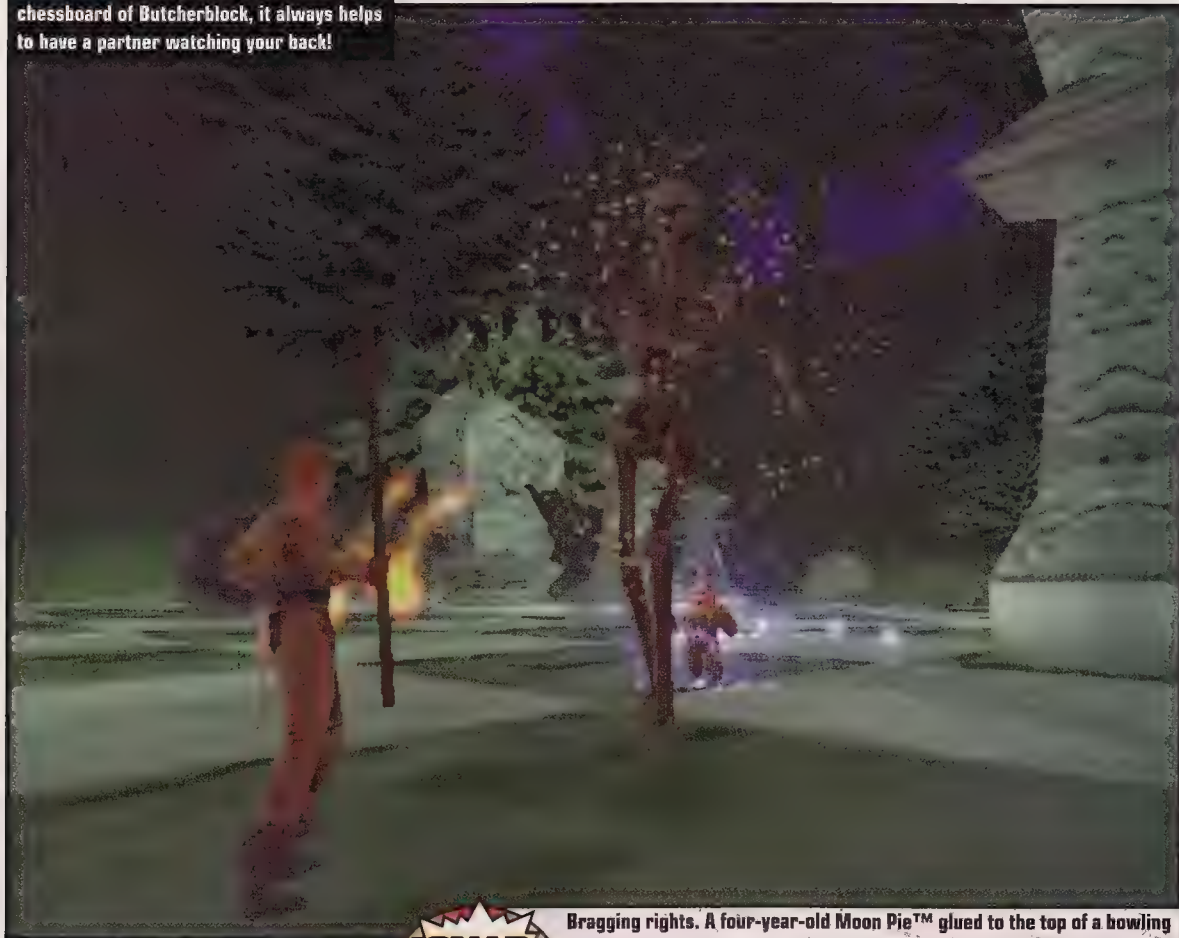
The world of *EverQuest* is brimming with coolness. Monstrous ice giants and cyclopes. Vile necromancers and dread-boned skeletons. And yes, even deadly scent-spraying

skunks. Of course, getting to the point where you can safely explore all that *EverQuest* has to offer takes time. Fortunately, we've got plenty of pointers to help get you up and running. First things first though; run the tutorial. As odious as the notion of a tutorial may seem, *EverQuest's* is very well-done and will give you a good feel for the interface. When you've finished slaying wolves and climbing ladders, come back here.

### CHARACTER CREATION

When creating your first character, you should avoid jumping right into one of the more difficult choices. For example, a human necromancer might sound fun, but it's highly challenging to play. The guards will kill you on sight, and the guild where you can train and buy new spells is well hidden. Rather than give yourself hours of needless frustration when you first start out, you're better off getting a feel for the game with a less-hated character. You'll be

**CHECKMATE** In dangerous places like the chessboard of Butcherblock, it always helps to have a partner watching your back!



Bragging rights. A four-year-old Moon Pie™ glued to the top of a howling trophy is the most coveted prize among staffers. It goes to whomever won the last big tourney and has changed hands 11 times.

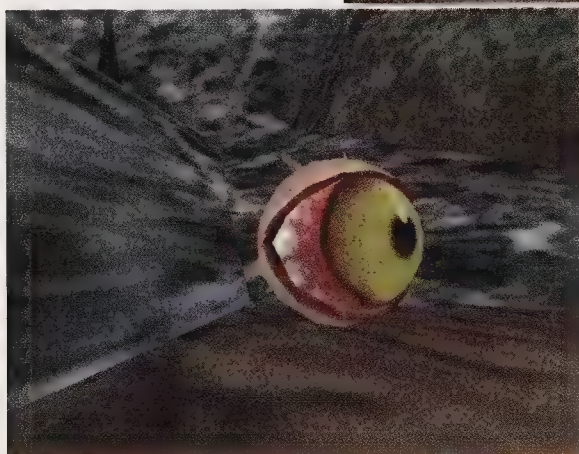
ANNIVERSARY FUN FACTS



able to tell if your character is going to be too tough to play by reading the text that pops up when asked to choose your starting city.

Once you feel comfortable with the controls and have a few kills under your belt—advancing to 2nd level is a good point—start over with your preferred class.

Your next step is choosing attributes. You should always dump a good portion of your freebie points into stamina, since it determines your hit points. If you're a spellcaster, the rest should go into the attribute which determines your mana total; that's wisdom for clerics, druids, rangers, shamans and paladins and



intelligence for enchanters, magicians, necromancers and wizards. Fighter-types will want a few extra points in strength, increasing both max damage and carrying capacity, while rogues should consider putting a few points into agility.

Finally, your choice of deity will affect how certain races and factions view you. For example, worshippers of the Prince of Hate are not very popular in Norrath. Also note that if your character is a human or half-elf, your choice of deity may affect your starting city options. For example, a cleric who chooses to worship the Lifebringer must start in Freeport, while a worshipper of the Rainkeeper starts in Qeynos.

## GETTING STARTED

Your first goal should be getting used to the interface and your area of the world—specifically, your starting city. Take the time to complete your first quest by finding your guildmaster. Then comes training. For your first session, pick the skill that corresponds to your starting weapon—right-click and hold your

### vital stats

**GAME SUMMARY:** *EverQuest* is an online-only fantasy roleplaying game.

**COMPANY:** 989 Studios

**RECOMMENDED COMPUTER:** 200 MHz or faster; 32 MB RAM; 56k modem and ISP connection

**HARD DRIVE SPACE:** 330 megabytes

**WEB ADDRESS:** [www.everquest.com](http://www.everquest.com)

**APPROXIMATE COST:** \$45 + \$9.89 monthly access fee

weapon to see which skill—and spend all five practices on it. Once you reach 2nd level, what you practice becomes much less important, since most of your training will come from in-the-field experience. Note that some skills, such as channel and meditate, are only available at certain levels. Once you reach the necessary level, you'll need to learn the skill first by spending at least one practice on it.

Now is also a good time to familiarize yourself with the `/who` command. With it you can get a list of all the players currently in your zone. By adding a class and/or level range, you can get a good feel for what other comparably-skilled adventurers are nearby. For example, `/who 4 6` will give you all the characters in your zone in that level range. The command `/who warrior` will list all the warriors. Etc. You can expand your search to the entire server by using `/who all` followed by your parameters.

The `/who` command can also be helpful for getting online help. For example, if you're an Erudin Necromancer and you can't find your guildmaster, you might want to recruit the help of a more experienced player. Type `/who all erudin necromancer` to get a complete list of those online and then `/tell` one asking for help. Just keep in mind that the other players are there to play, just like you. If someone helps you, be gracious. If they ignore you, don't pester them—it's their prerogative.

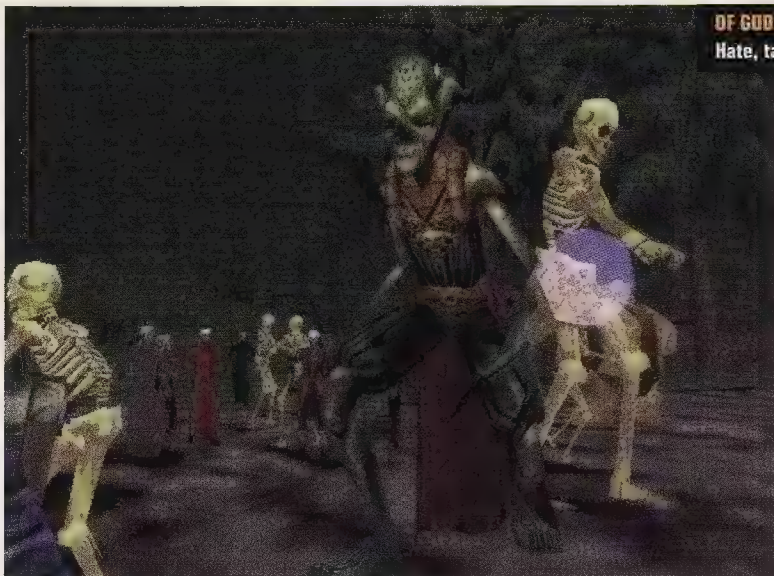
## COMBAT BASICS

Once you've got your bearings, head outside of town to do battle. At early levels, resist the urge to do much wilderness exploring. Confine yourself to a small radius where the guards are close at hand. Initiating combat is easy. Not getting killed? That involves a little more. The most pivotal command you need to know for combat is the `/consider` command, which gives you an idea of how challenging a monster is to your character. Here's the scoop on the results you get back. Note: These apply to one-on-one fights only. Extra allies or foes can change the odds dramatically.

- Green, "Looks like an easy kill." You should have little trouble handling this critter on your own. It's not likely to attack unless you provoke it. However, it will usually run away when at half hit points, and you'll rarely get experience for the kill.

- Blue, "Looks like you would have the upper hand." Barring bad luck, you should be able to handle the fight with little risk. As you get more skilled, you will even be able to handle multiple





**OF GODS AND MEN** Avatars like Innoruk, the Prince of Hate, take an active role in the world of Norrath.

foes at once. Warning: At the lower levels some of the "upper-hands" may end up being too much to handle. If so, avoid them until you gain another level or two.

- Blue, "Looks risky." At higher levels (6+), these challenges will be your bread-and-butter when fighting solo, although you may need to flee from time to time.

- Black, "Looks like an even fight." The monster is the same level as you. Fight wisely and you can win—but it's not a guarantee. This has a large range; some will be dispatched with relative ease, others will push you to the brink.

- Yellow, "Looks like a gamble." Unless you're a spellcaster with a pet, this is more like "looks like death," even up to the early teens.

- Red, "What would you like your tombstone to say?" Attack only if you want to die. If the monster is hostile, keep a safe distance so you don't draw its attention.

At 1st level, everything you are capable of beating will show up as an even fight, and about eight kills will get you to 2nd level.

From levels 2-5, you should focus almost exclusively on "upper hands," sticking to the stuff that's easier to kill. Better to be constantly hunting and picking up experience and treasure than sitting around waiting to heal after a single fight. More significantly, you'll be getting attacked and scoring hits much more often, which means pivotal skills like offense and defense will advance at a faster clip.

Never be afraid to run away, especially if you'll have a difficult time retrieving your corpse. Before you start a fight, you should be aware of where the nearest NPC guards and zone exits are. If you drop to half hit points and your foe is still at two-thirds or better, high-tail it outta there. This is key, since your agility—and hence your ability to

run away—starts to drop as you get low in hit points. You can either bring the monster to a nearby guard to have him dispatch it or exit through a zone barrier, leaving the bewildered foe in your wake.

## GROUPING

Once you hit 5th level, you'll want to start fighting in groups. Not only does it give you the opportunity to interact with other players—up to six can group at a time—it's a much more effective way of battling foes and exploring the world. For example, a single 10th level character would never be able to handle an Orcish Mountaineer on his own, but a group of four 10s would have little trouble.

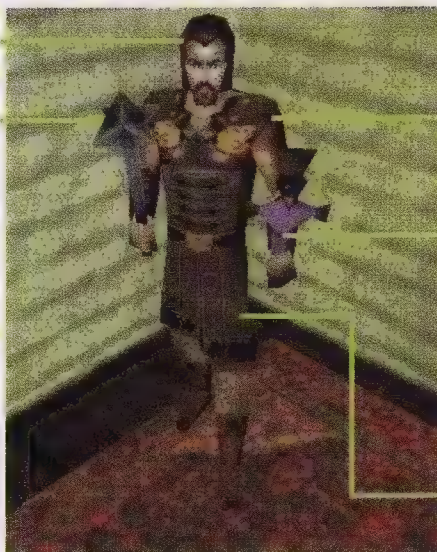
So how do you get involved in grouping? If you have friends online, great. If not, groups are easy enough to find. Just use the out-of-character command to let the community know you're looking. For example, after logging on you might type, "/ooc 6th level cleric looking for a party, levels 5-7." Alternatively, you might see someone make a similar request. In that case, you can let the

# SURVIVAL KIT An EverQuest character's ideal inventory.

Just your run-of-the-mill, hunky barbarian shaman.

If you save some cash, eventually you'll start stockpiling platinum in the bank. That's when you should think about making your first major purchase—a non-rusty, non-splintered weapon. These will run you anywhere from 15 to 30 platinum, but they're well worth it. The best 1H blunt weapon is the morning star, while the halberd rules the 2H slashing category.

Though it doesn't show up on your 3D model, you should always carry some kind of container, preferably a large bag or backpack, to help you tote lots of loot. Don't be in too much of a hurry to buy one though; in most of the starting areas, you can get them off of weenie monsters.



Don't waste your money on cloth armor if your class allows you to wear patchwork. You can buy pieces of patchwork from players for two to three gold per item. A complete set, in order of highest AC bonus to lowest, includes: tunic, pants, cap, sleeves, gloves, boots and gorget.

This magical item gives a +5 mana bonus to a variety of spellcasting classes. The bonus isn't a huge deal, but carrying around unique-looking items sets you apart from the crowd. Shields are a nice alternative if you want an AC bonus.

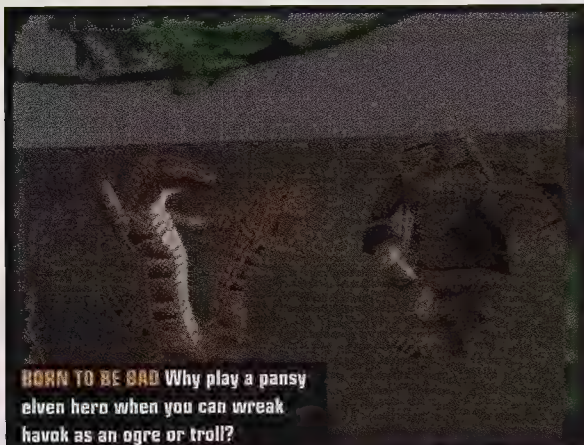
It takes a real man to wear a dress and not get made fun of, and Xanalar is a real man. Of course, it doesn't hurt that he's six-foot-eight and wields a spiked club.



If you read the entire run of *InQuests* at the average adult reading speed, it would take you four and a half days to read every issue cover to cover.

ANNIVERSARY FUN FACTS





person know you're interested by using the "/tell" command. Group tactics is an article in and of itself, but here are some general tips to keep in mind:

- After joining a group, set your default speech to "/gsay" so your party members always hear your speech, even when you get separated. This can be done by right-clicking anywhere on the text box.
- Every group should have a leader. Defer to the leader's decisions and you and your party members will work together much better.
- Be aware of your role. If you're a fighter, you're going to be expected to take the brunt of the damage. If you're a healer, you're going to be expected to keep the wounded party members from dying. Etc.
- Make sure everyone in the party is ready before you start a fight, and make sure only one person is tracking prey at a time. Remember that spellcasters need time to regenerate mana in between fights.
- If you start to get low in hit points, back off. Stop attacking, and the monster will eventually target another party member. Take a few rounds off, then jump back into the fray.
- If you're a spellcaster, keep your party members informed about your mana status. If you're getting low on mana in the middle of a fight, let your party know!

## SPENDING SPREE

Early on, money is going to be tight, so spend it wisely. Unless you have nothing better to spend it on, don't waste your money on armor at the early levels. The benefits of cloth armor are minimal, and you're much better saving your cash for spells and a better weapon. If you're interested in customizing the look of your character, though, you will want to pick up something for your chest and legs. These also happen to be the pieces of armor that supply the most benefit.

So what should you spend your money on? If you're in a dark area and don't have night vision, a torch or small lantern is helpful. If you plan on fighting with a weapon type different than the one you started with—such as two-handed—get your hands on one as soon as possible, even if it's just rusty or worn. The early levels are critical for training up your skills, and catching up later can be a major pain.

Also, don't hesitate to sell most of the stuff you loot from your victims, including random pieces of armor and spare weapons. The money you get can be kept in the bank, in case you die and lose track of your corpse. Finally, before buying something new, especially armor or spells, check to make sure it is usable by your race and class by right-clicking and holding on the desired item.

## HOT SPOTS

*EverQuest's* home site is [www.everquest.com](http://www.everquest.com), but the best sites for keeping up on the latest patches and goings-on of the game are [eqss.stratics.com](http://eqss.stratics.com) and [www.eqvault.net](http://www.eqvault.net). Stratics also has a large array of detailed statistics, charts, strategy guides and maps, while the Vault is home to several good editorials and strategy articles. If you're interested in getting involved in some epic quests, pop over to [www.foreverquest.com](http://www.foreverquest.com), home of the largest organization dedicated to player-run quests.

## EXPERT TIPS

• **FREE FOOD.** Don't bother spending money on food or drink until you reach 4th level. When you run out of nourishment, attack a guard. Until 4th level, you take no penalties for dying and you will be resurrected with five food and five drink.

• **A VIEW TO A KILL.** When fighting in dangerous outdoor areas, get into the habit of using F9 to switch to a broader view. This will help prevent you from being blind-sided by wandering monsters.



• **JUMPING FOR JOY.** If combat goes sour or you get ambushed, repeatedly hit the spacebar as you're running away; each jump will give you a slight burst of speed. Note that this drops your stamina, limiting your number of jumps.

• **HOME SWEET HOME.** Whenever you die, you are teleported back to a location near your starting city, making corpse retrieval over long distances difficult. If you want to relocate your character to a new area, see if you can get a high-level (12+) spellcaster to "bind" you to that zone. From then on, whenever you die or gate, you'll be transported to your new home.

• **GOOD LOOKS PAY.** What good is charisma? Characters with high charisma get discounts when buying items. If you're a couple of platinum short for that killer sword, you can have a trusted friend hold your money while you log on with a different character whose charisma is maxed. Then have your good-looker make the purchase and give the item to your friend to hold while you log your main character back on. At higher levels, certain spells will also raise your charisma.

## A WORLD OF EXPERIENCE

Got all that starting strategy? Good, but remember, it's just that—starting advice—and it's also just the tip of the iceberg. With over 70 zones on three of the world's five continents to explore and 50 levels to advance, there's a ton to discover on your own. But rest assured, it's well worth it. When you finally fell a giant or score your first magic item, you'll be on your way to an even more thrilling experience. Plus, by then you'll be able to make those skunks pay...

*Games Editor Jeff Hannes is glad online games haven't managed to replicate the sense of smell yet. You can find his alter ego Xanalar slaying skunks on the Rathe server.*

Turn the page for more tips on the hottest games ➔



## ULTIMA ONLINE

• “Peripheral” skills like anatomy and evaluate intelligence can make you much more effective in combat. Anatomy increases the amount of damage your weapon hits deal, while evaluate intelligence lowers your target’s magic resistance. Best of all, both of these skills function automatically.



• If you want to take on other players, your best weapon is poison. You can take the time to train the skill on your own, or you can hire an assassin player; they usually hang around the banks, advertising their services. When you pay to have a weapon coated with poison, be sure to use arms lore to make sure you get what you paid for.

• Considering creating an alchemist? You’ll need about 5,000 gold, a lot of patience, dedication and mortars. Note that you can use several mortars at once, and you can target a mortar instead of the reagents to make another potion of the same type.

## ALPHA CENTAURI

• Drones are part of life in big cities. Get a head start toward keeping them happy by building a children’s creche and recreation commons early on. Secret projects like the human genome project, the longevity vaccine, clinical immortality and The virtual world will also help.

• As your bases develop, several should have a wealth of minerals. Use those bases for military build-up Secret Projects. Install a command center, aerospace complex or bioenhancement center to boost your units’ morale. Add a skunkworks to the base, then use it to quickly prototype new units, saving development time and cost elsewhere.

• If your faction has a positive planet rating, send units patrolling through the fungus or the seas in search of mind worms or Isles of the Deep. Your high planet rating gives you a good chance of capturing the creatures that you find, turning them into instant combat units.



## HEROES OF MIGHT & MAGIC III

• Purchase all available troops and creatures during the first few weeks. A large army is important not only for winning battles, but also because small groups of monsters will run or join a sizable force. In recruiting troops, aim for a balance of hand-to-hand and range fighters.

• In developing cities, always opt to upgrade your town halls, as they provide extra gold. Next, keep in mind that it’s more important to build all the basic creature generating structures before upgrading them, since a varied army is more valuable in the early going.

• In order to unlock the final three scenarios in campaign mode, you must complete the first three using the same saved game data. After completing all six, a seventh and final scenario becomes available. Once you determine how to complete a scenario, build up all your heroes before finishing it off. Those heroes will carry over to your next scenario, and the extra experience will come in handy.



## BALDUR’S GATE

• Being able to buy items from the thieves’ guild before heading off for the final battle is key to your success in winning the game. If a thief asks you to go to the thieves’ guild and see his boss about a job in Baldur’s Gate, save the game. If you end up having to fight the whole thieves’ guild—a very possible outcome—load up your saved game and refuse to see the guild leader so you’ll be able to buy stuff later on.

• If you’re planning on picking up the *Tales of the Sword Coast* expansion, don’t bother with chapter six of the core game. Stay in Baldur’s Gate so you can explore the new areas added by the expansion—otherwise you’ll have to fight the final battle again after you install the expansion.



Screw words...The average issue of *InQuest Gamer* contains 289 pretty pictures to look at.

ANNIVERSARY FUN FACTS



# Legend

by Rei Nakazawa

## Phagropods

**M**ost of the city had fled at word of the beasts' coming. But not DuMont. There was pilfering to be done; however, he had not counted on this...

The first burst easily beneath his boot. The second had as well, but by the thirtieth, he was covered in his own blood—and in the thick, foul-smelling bile from their tiny stomachs.

Now he was tired. Too tired to carry his precious loot, too tired to lift his blade one more time... But the phagropods never grew weary; they swarmed the city by the thousands... DuMont was just a quick snack along the way.

### PHAGROPODS

Phagropods are called "swarming terrors" by many nomadic tribes, with good reason. About once every 50 years, colonies numbering about three thousand migrate to find new food sources—each one armed with maws full of teeth, each one hungry and each determined to take down anything that stands between them and their goal.

Phagropods are spider-like creatures about the size of a small dog, standing on six long, thin legs bent like a tarantula's. Their bodies are covered with a hard, mustard-colored shell similar to a crab's. Set into their stomachs are three mouths, able to open several inches wide and packed with rows of sharp teeth. Phagropods are generally peaceful creatures, and normally harmless, except during their migration. At this time, hunger consumes them and they move en masse to a new feeding area, devouring everything along the way.

### ECOLOGY

The first phagropods were found on remote volcanic islands, possibly evolved from crabs adapting to the heat and lack of easy prey. Events leading to the first mainland appearance are sketchy, but rumor has it that someone took one and sold it to Sarosa's Travelling Circus & Freak Show. Unfortunately, no one knew that phagropods are asexual and can reproduce alone. Within two months, a dozen new phagropods had been born;

**CHOMPING AT THE BIT** Phagropods will eat their way through anything—walls, armor or adventurers.

Staffers spent approximately 16 man hours—two full work days—*assembling these damn InQuest trivia facts.*



ANNIVERSARY FUN FACTS



# ds

together, they chewed their way out of their cage and disappeared into the wild, though not before eating most of the circus in the process.

Phagropod colonies live underground, usually near mountains, in complex network of caves that can stretch for miles. Most of a phagropod's time is spent eating soil for the insects and burrowing

animals within. Their jaws are designed to grind down the hardest stone, as their mouths grope blindly for any sources of animal protein. After being fully satiated, the colonies will usually go into a state of hibernation, which has been reported to last for decades.

While not intelligent, phagropods have an unerring sense of direction and highly developed instincts. While burrowing for food, they communicate with the clicking of teeth and pinchers, which can become deafening in great numbers. When their sustenance is close to running out, usually after about 50 years in the same area, "patrols" of about a hundred are sent out to surrounding areas to scout for a new habitat. Once these "scouts" find a suitable location, the entire colony leaves its home and migrates in a straight line to that area. Phagropods never travel above ground alone; one always means the presence of many, many more.

## SPECIAL ABILITIES

Because of their volcanic origins, phagropods are highly resistant to heat; mages often use ground phagropod shell for fire-resistance spells. While they never attack other beings deliberately, they are so single-minded in their migration that if they meet with any obstacle, living or otherwise, the lead phagropods will latch onto it and chew it down as quickly as possible in order to clear a path for the rest of the colony. If it becomes obvious that they cannot overcome something in this way, they will circumvent it as best they can.

Phagropods are relatively fragile; the average adventurer can squash one underfoot like a bug. Practically anyone who can swing a sword properly can hack one in two with little effort.

Phagropods, being underground creatures, have poor eyesight, though they make up for this with complex sensory organs in their limbs which allow them to accurately feel surrounding vibrations and movement. They can distinguish even creatures of the same species with this incredible sense.

## CAMPAIGN IDEAS

- A local ranger has determined that a colony of phagropods is about to migrate, and a large city is in the way. However, the area's most important religious festival has just started, and the mayor refuses to cancel it. It's up to the player characters (PCs) to convince the city of the threat.
- An army belonging to one of the PC's homelands stumbles upon a colony of phagropods. The army is overrun and wiped out. Now, the PCs must not only find a way to complete the army's assignment of heading off an incoming invasion force, but also divert the migrating beasts from the nation's capital city.
- A great blacksmith offers to make a much-needed suit of fire-resistant armor for the PCs. One of the components he requires is 20 phagropod shells to dissolve into the metal. Of course, phagropods are never found in quantities of just 20.

*Rei Nakazawa is a regular eating machine, which is probably why his last three dates bombed.*



## SHELLSHOCK

With the mana producing abilities of green and red, you can easily have an army of phagropods to run roughshod over your opponent. Like most weenies, they're destructive in great numbers. Be careful though, cards like Sandstorm can be devastating.

## game stats

# THE LORE

## ADSD

INT: 4	SIZE: S
AC: 8	MORALE: 17
MOVE: Br 8, 12	SPECIAL DEF: Immune to fire
THACO: 19	MAGIC DEF: Immune to fire
H.D.: 2	
# OF ATTACKS: 1-4 (3 months, plus tail pincher)	

## LEGEND OF THE FIVE RINGS

STR: 3	AWARE: 1
WILL: 1	VOID: 2
STAM: 3	PRIMARY ATTACK: Maw 2k3
PER: 2	TO HIT: 3k3
INT: 1	TN: 15
AGIL: 2	INIAT: 2k1
REF: 2	

## CALL OF CTHULHU

STR: 1D6+1	AVE. DAM. BONUS: 1D6
CON: 3D6	WEAPON: Tail 20%, 1D6-1
SIZE: 1D6	SKILLS: Hunt by vibration 60%
POW: 1D6+4	ARMOR: 5 point shell
DEX: 2D6+9	SANITY LOSS: 0/1D3
H.P.: 7-8	
MOVE: 15	



## [ ONDECK ]

# EverQuest

**An absolute wonder of a game—  
when you can get on a server.**

**U**ltima Online introduced the world of massive online roleplaying to the mainstream; 989 Studio's *EverQuest* sets the standard. Logging on to *EverQuest* is like stepping into a *Dungeons & Dragons* campaign, and then finding your friends right around the corner. In creating an immersive experience—the most important aspect of the game—the developers accomplished their task with near perfection.

## The Good

Right from the start, *EverQuest* will wow you with its diversity. There are 12 races and 14 classes, and each offers a distinct experience. You can play the game for months as one character, and then have a completely different experience starting over with a new class and race. For the most part, the classes are well-balanced, and the diversity encourages players to develop specific roles, as opposed to *Ultima*, where just about everyone ends up being a fighter/mage. Also, the level-based system of advancement gives you a good feeling of accomplishment, especially when you hit those critical levels that grant you new skills and spells.

The graphics, while not at the *Quake III* level, are amazing nonetheless. From the deserts of Northern Ro to the iceland wastes of Everfrost, the huge fantasy world of Norrath is beautifully rendered. The excellent graphics and animation carry over to *EQ*'s brilliant spell system. There are over 700 spells, many of which have unique visual effects. A non-restrictive casting system—i.e., no reagents—is less hazardous and more fun than *Ultima*'s version.

Speaking of other players, this is where *EQ* really shines. Play is very much geared toward a social environment, as grouping with other adventurers is key to developing your character and being able to explore the landscape. And with player-killing practically a non-entity, you're sure to make friends—both virtual and real. Of course, if you prefer an environment that allows player-killing there is a server dedicated to like-minded individuals.

## The Bad

Unfortunately, all is not roses. Through the first few weeks, there have been terrible server problems. At times, the game has been unplayable, either because of an inability to log on or because packet loss is soaring. 989 Studios is taking steps to fix these problems, but the initial overcrowding left a bitter taste in many people's mouths. The problems may be a thing of the past by the time you read

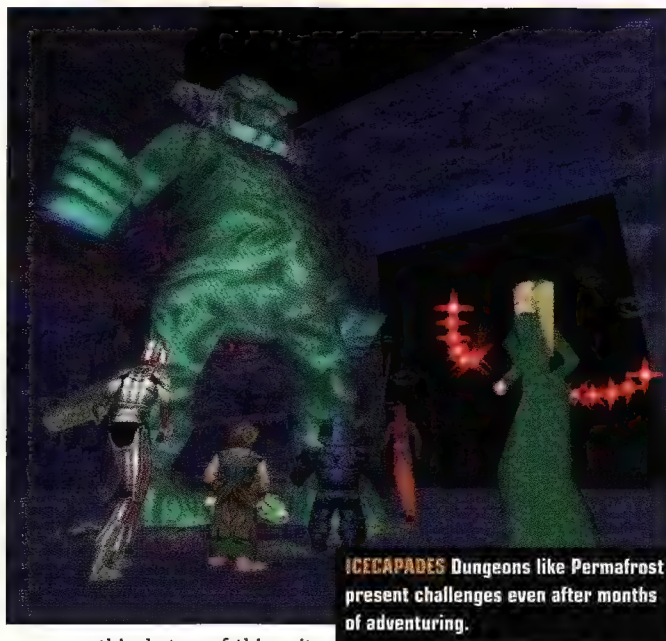
**PUBLISHER:** 989 Studios

**CATEGORY:** Fantasy computer game

**RELEASE:** March 1999

**REQUIREMENTS:** 200 MHz, 330 meg hard drive, internet account, 3D support

**SUGGESTED RETAIL:** \$44.95, plus \$9.89 per month



**ICECAPADES** Dungeons like Permafrost present challenges even after months of adventuring.

this, but as of this writing—more than two weeks into the release—they're all too present.

Performance aside, when the game is running smoothly, there are still several aspects that could be better. Customizing the look of your character is limited, making it difficult to visually stamp your individuality. The interface is clunky at times, and button-placement is far from intuitive. The NPCs are more active than those in *Ultima*, but their AI is extremely limited, and conversation with them is practically non-existent. And at early levels, the quests aren't balanced with monster-bashing; the minimal rewards are rarely worth your time. Of course, these are minor nits in the overall scheme.

## The Deal

The server problems make it hard to accurately grade this amazing game. *EverQuest* is like a drug, and when the servers are down, we can't get our fix. But each time the servers come back up, we're right there. And when the game is flowing in our veins again, all past performance gripes are forgotten—at least until the next period of withdrawal. ■ M.R. Goode

## THE VERDICT A-



The first mention of Cow Nose in "Swan Song" wasn't until issue #27 when her mouse waffles were a topic of conversation. First Cow Nose appearance in "Inquisition": issue #17. First Kitty Letter: #29. First Cow Nose Magic card: #36.

ANNIVERSARY FUN FACTS



# Unknown Armies

John Woo does *Call of Cthulhu*.

In Atlas' new roleplaying game *Unknown Armies*, the end of the world is coming. On the street, twisted monsters and black-ops gunmen compete to see who gets the real Power, while Big Bad Muthas pull the strings of multiple conspiracies to see who gets to be on the Cosmic Board of Directors at the end of time. Where do you fit in? That's for you to decide.

## The Good and the Bad

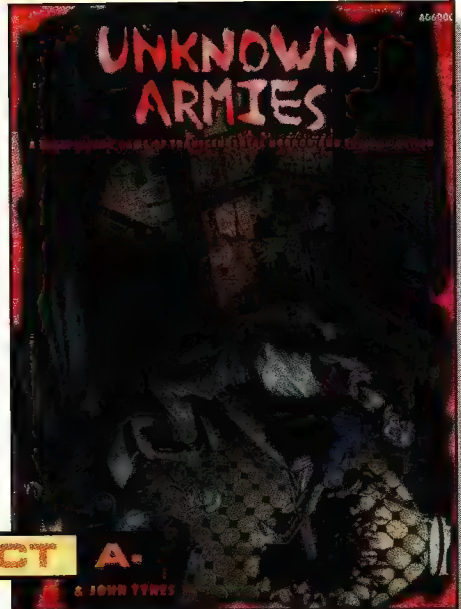
This game has massive style points, succeeding in tapping the best of both the modern horror genre and dark action movies. Imagine a world—part "Replacement Killers" and part "Millennium"—in which Chow Yun-Fat and Max von Sydow are equally at home. The rules are clean, slick and downright clever; there's a cool mechanic for handling percentile dice where you try to get as high to your mark as possible without going over.

The game's big drawback is that it's so stylish it hurts. The concepts ride dangerously close to incomprehensible at some points, making it hard for prospective GMs to truly absorb the world they are meant to portray. There's an intense darkness that borders on unbearable.

## The Deal

Some of the most clever game design since *LSR* props up a mature game that is sure to appeal to anyone looking for that "next cool thing." Both *Vampire* and *Call of Cthulhu* players looking to expand will love *Unknown Armies*, but be prepared to work at this one a bit. ■ Sean Patrick Fannon

**PUBLISHER:** Atlas Games  
**CATEGORY:** Conspiracy RPG rulebook  
**RELEASE:** March 1999  
**FORMAT:** 224-page softcover  
**SUGGESTED RETAIL:** \$25.00



THE VERDICT **A-**

# The Balrog

Cool Balrog, so-so expansion.

Better late than never. After a year of delays, *The Balrog* expansion for the *Middle-earth CCG* is finally out. In this 104-card set, you take the reins of Durin's bane himself, wreaking havoc in a host of new Under-deep locales. The complete set can be had for under \$40, but do you get a Balrog-sized bang for your buck? Not quite.

## The Good and the Bad

The best part of *The Balrog* is the packaging. Pick up the two fixed starters and you've got a complete set and a pair of playable decks. Two-thirds of the new cards can only be used in or against Balrog decks, but Wizards and Ringwraith players get some nice staples, including some fierce spider-related hazards and a permanent-event that really kicks ring decks into gear.

Unfortunately, *The Balrog* doesn't offer much excitement or innovation. It focuses heavily on the Under-deeps, a mechanic introduced four expansions ago, and the limited new rules are convoluted and card-specific. Whereas *The White Hand's* rules for fallen-wizards slid seamlessly into the structure of *Middle-earth*, *The Balrog* smashes its way in, leaving a mess in its wake. Plus; you can't play the two fixed decks against one another.

## The Deal

Even with almost half of the cards comprised of common and uncommon reprints, \$40 for 137 new cards with limited duplication is a good deal. If you're an avid *Middle-earth* player, you might as well plop down the cash. Of course, if you don't pick up *The Balrog*, you won't be missing much either.

■ Luke Durok

**PUBLISHER:** Iron Crown Enterprises  
**CATEGORY:** Fantasy CCG expansion  
**RELEASE:** February 1999  
**FORMAT:** Two fixed 132-card decks  
**SUGGESTED RETAIL:** \$18.95 per deck



THE VERDICT **C**



# Heroes of Might and Magic III

[ONDECK]

**Lush play environment and lots of variety.**

**T**he land of Erathia was long a place of beauty and stability, until traitors murdered their king and brought him back to life as an undead warlord to help them conquer the land. In *Heroes of Might & Magic III*, you control a gathering of heroes dedicated to restoring Erathia to its past glory and freeing the once great king from his grisly unlife.

## The Good and the Bad

*Heroes of Might & Magic III*, the continuation of the mega-popular series, has a lot going for it. First, the graphics and character animation have improved considerably since the last installment. In addition, tons of new character classes, monsters and town types expand the strategy aspect of gameplay. Recruiting heroes is a snap, and there's a host of classes and characters to choose from, each with a unique specialty or ability. The game also boasts several modes, including single player scenarios, campaigns, multiplayer and even a map editor.

Unfortunately, battle scenes can become somewhat predictable, and the scenarios all have a familiar feel. The battle system is a little clunky; most often superior numbers win, but it's sometimes difficult to gauge character strength so that your army is well-balanced.

## The Deal

*Might & Magic III* achieves a delicate balance, one that offers depth and engrossing gameplay without being overly complicated. Add in the blend of strategy and roleplaying that have made the series such a success, and this is one of the first must-have games of 1999.

■ Dan DiGiacomo

**PUBLISHER:** Sierra

**CATEGORY:** Fantasy strategy computer game

**RELEASE:** March 1999

**SYSTEM:** 133 MHz, 200 megs HD

**SUGGESTED RETAIL:** \$49.99



**THE VERDICT A-**

# Guide to the Sabbat

**Taps a vein of possibility.**

**T**he Sabbat revels in its monstrous power, seeking to turn cities into abattoirs running rich with foaming human blood. They pervert all that is holy into an uncanny hive torn between bestial madness and inhuman depravity. White Wolf's *Guide to the Sabbat* complements its sister *Guide to the Camarilla*, also just released.

## The Good and the Bad

Behind its superb cover and serviceable art, the *Guide to the Sabbat* taps a real vein of possibility. Most storytellers think inside the Camarilla box and leave the Sabbat to be stereotyped as empty villains. Not so. This book explains the ideologies and nasty practices of the Sabbat as it does its bloodlines, antitribu, ritae and disciplines—and presents it all with dark dazzle and meaty depth.

The chronicle and storyteller guidelines flare less brightly; some sections are pretty clunky. The editing is spotty in places, and the index is as foul a blasphemy as any the Sabbat ever practices.

## The Deal

This book gives vital dimension to the Sabbat and to any *Vampire* chronicle. Storytellers who plan to use the Sabbat as antiheroes or supervillains will get more than their money's worth.

■ Kenneth Hite

**PUBLISHER:** White Wolf

**CATEGORY:** Horror RPG sourcebook

**RELEASE:** February 1999

**FORMAT:** 224 page hardcover

**SUGGESTED RETAIL:** \$25.95



**THE VERDICT B**



The number of CCGs advertised in issue #1 was six. Of those six, three of them are still around: *Magic*, *Rage* and *Redemption*. The three dead ones are *Battlelords*, *Doomtrooper* and *Shadowfist*.

ANNIVERSARY FUN FACTS



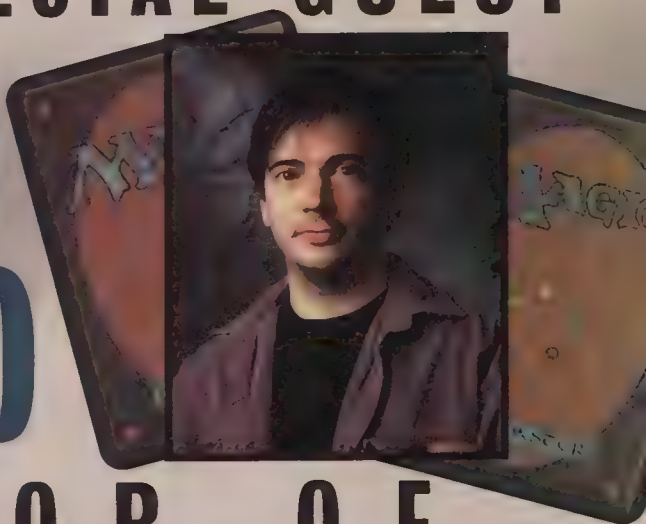


**JULY 16-18, 1999**

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CONVENTION CENTER**

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GARFIELD**



**CREATOR OF  
MAGIC: THE GATHERING**

**1999 GUEST OF HONOR**

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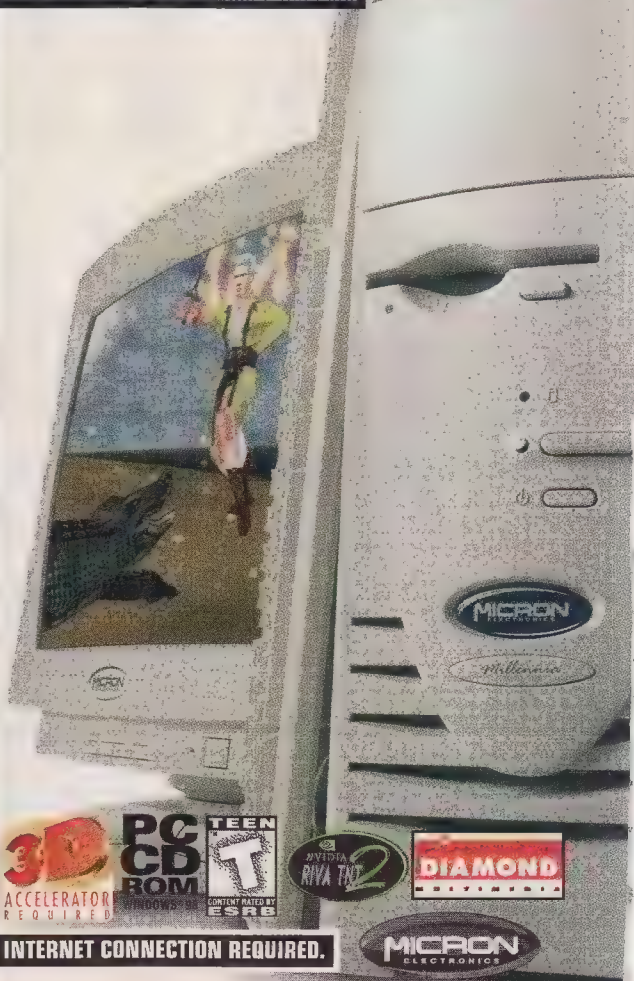
# THE

# EverQuest

# CONTEST

## COMPUTER SPECS

Millennia 500 MAX; Intel Pentium processor 500Mhz; 512KB internal L2 cache; 128MB RAM; 15GB hard drive; 17" monitor (15.8" viewable area) 6x DVD-Rom drive; 32MB Diamond Viper 770 nVidia TNT2 graphics card and everything else you need to play EverQuest™!





# HOW TO WIN

**M**ount thy trusty steed, for it is time to go on a quest—a quest for *InQuest Gamer*, that is. Sucked into cyberspace by some bizarre accident, *IQ Gamer* mascot Cow Nose the Cat is trapped in Norrath, the mythical land of *EverQuest™*. We want you, Knight of the Online Table, to find these 50 pounds of lost feline. Add the five clues together and they will lead you to Cow Nose's location.

## CLUES:

1. How many races are there to choose from in *EverQuest™*?
2. How many different classes are there?
3. What is the highest level a character can reach?
4. What is the maximum number of players that can join in a single group?
5. How many continents are on Norrath?



THIS CONTEST IS SPONSORED  
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## EVERLEGAL

### NO PURCHASE NECESSARY

Contest is open to anyone except employees of Wizard Entertainment Group, 989 Studios, and their immediate families. To enter, send a postcard (no envelopes please) with your name, age, address, and phone number to: "The EverQuest Contest, c/o InQuest Gamer, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries and all rights relating thereto become the property of Wizard Entertainment Group and none will be returned. All taxes—federal, state and local, and any additional expenses if any—will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by June 30, 1999. Wizard Entertainment Group is not responsible for lost, late, misdirected or mutilated entries. Winners will be randomly selected from among all properly completed entries by Wizard Entertainment Group. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified approximately one month after the contest deadline. Prize winners (or parent/legal guardian of minor winner) may be required to sign an affidavit of eligibility/release within 14 days of notification attempt. Failure to return the affidavit in the time noted will result in disqualification of the entry and an alternate winner will be selected. If an entrant, having been declared as a winner, does not accept the prize or the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about July 24, 1999.

Grand Prize: Millennium 500 MAX; Intel Pentium processor 500MHz; 512KB internal L2 cache; 128MB RAM; 15GB hard drive; 17" monitor (15.8" viewable area) dvd FX-D-Rom drive; 32MB Diamond Viper 770 nVidia TNT2 graphics card. Approximate retail value, \$3,000. Runner up Prize: a copy of *EverQuest™*. Approximate retail value \$39.95.

For a list of winners, available after July 24, 1999, send a self-addressed stamped envelope to: The EverQuest™ Contest Winners List, c/o Wizard Entertainment Group, P.O. Box 118, Congers, NY 10920-0118. Please allow 4-6 weeks for delivery. Sweepstakes is void where prohibited or restricted by law and is subject to all local, state and federal laws and regulations.

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## GRAND PRIZE:

- 1** One lucky Questor will win a copy of *EverQuest™* and this mondo computer system! If that ain't enough, go buy it yourself, ya ingrate!

## RUNNERS UP:

- 5** Five lucky first prize winners will each win a copy of *EverQuest™*, the hottest online game since online was invented!

Fill out the entry form, put everything in an envelope and send to:

**EVERQUEST™ CONTEST,**  
c/o *InQuest Gamer*, P.O. Box 118,  
Congers, NY 10920-0118

**CONTEST DEADLINE**  
**JUNE 30, 1999**

## THE "EVERQUEST™" CONTEST

NAME	DATE OF BIRTH
ADDRESS	
CITY	STATE ZIP
PHONE NUMBER (WITH AREA CODE)	
E-MAIL ADDRESS (IF YA GOT'S ONE)	
WHAT EVERQUEST LOCATION IS COW NOSE AT?	



# CardSTOCK

## Hooked on Classic by Rick Lipman

**I**s the apocalypse upon us? Perhaps. The Standard tourney scene has been turned upside-down again with the release of *6th Edition*, or, as Wizards of the Coast insists on calling it to further confuse us, *Classic Edition*. The addition of many new cards is almost as significant as what has been removed from the Type II Standard environment. People may play Extended and Type I from time to time but Type II continues to be the most played constructed format. The banning of Memory Jar (\$4.50) is also in the news as Wizards continues to try to wreck combo decks, especially with regionals and nationals coming up very soon. Hmmmm... People might actually start to play with creatures again.

### Back in Style

When a new set comes out the prices of some cards tend to bounce around like a yo-yo. Hammer of Bogardan (\$10) and Balduvian Horde (\$10) were very hot cards when they first came out, quickly trading in the \$15 and \$20 range. When they went out of Standard the Hammer and the Horde faded in value a bit. Now that they are back in Type II the Hammer will again be a much sought after card and the Balduvian Horde may sneak into some red decks. On the other side of the coin, there are the cards which leave the environment. Necropotence (\$9) is leaving



**VOLCANIC ERUPTION** Several fiery favorites make their return in *Magic's 6th Edition*.

Magic: The Gathering is a registered trademark of Wizards of the Coast. Pokémon™ & © Nintendo

Type II and should start to slump in price slightly. Necro is still a great card and will see some play in Extended, but unless it comes back in 7th it will soon be mostly unplayed and forgotten. Other cards on the chopping block include the popular Ball Lightning (\$12), Sylvan Library (\$5.50) and Colossus of Sardia (\$5).

The death of Combo-mania with all of the recent bannings may see some of the older more popular Type II cards go up in value. Armageddon decks may be more popular again since the old favorite is still around. Vampiric Tutor (\$10) was a standard in many decks when the environment was slower and could see a lot of use, perhaps in the popular Hatred (\$10) decks. I'm sure we will also see some new cards rise out of the depths to become a force just like *Fallen Empires'* High Tide did in Extended.

### A Legacy of Disappointment

*Urza's Legacy* is getting to be difficult to find a lot sooner than most *Magic* expansions. The presence of foil cards has caused a lot more product to be opened than usual and some dealers report *Legacy* boxes as not being easy to find. With *Urza's Destiny* coming out in early June the demand may ease up, but it is possible that *Legacy* will always be a difficult find. Buying a box and putting it away for a rainy day might be a wise move, since it has the same potential for value that *Alliances* did. The flip side is that dealers may over-order *Urza's Destiny* to compensate for the demand, and this could result in another *Fallen Empires*, where boxes sit on the shelves for months.

Meanwhile, popular *Legacy* cards such as Defense Grid (\$7), Defense of the Heart (\$4), Might of Oaks (\$5.50), Multani (\$8), Second Chance (\$7) and of course Palinchron (\$8) are seeing some action, though their values have been diminished by the huge number of boxes that dealers have cracked open in search of foils. The opening of all those *Legacy* boxes has also caused a drop off in the value of foil sets. Once trading in the \$2,500 range they have now settled back into the slightly more sane range of \$1,500-\$2,000.

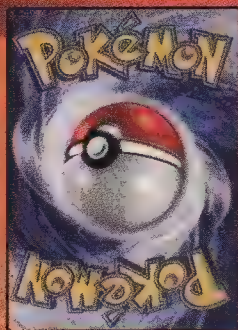
## WHAT'S HOT

### TOP 10 CCGs

1. *Magic: The Gathering*
2. *Pokémon*
3. *Star Wars CCG*
4. *Star Trek CCG*
5. *Legend of the Five Rings*
6. *Doomtown*
7. *Babylon 5*
8. *Highlander*
9. *Legend of the Burning Sands*
10. *Xena*

### BIGGEST MOVER

#### POKÉMON



The *InQuest* offices are home to a slew of weird critters: one purple Cthulhu head, three stone gargoyles, five assorted dragons and seven sculpted *Magic* figures.

ANNIVERSARY FUN FACTS



## in other NEWS...

### JUNGLE BOOGIE

The first *Pokémon* expansion is being readied by Wizards of the Coast, who is still trying to keep up with the demand for this red hot game. Later this summer *Jungle* should be released. Since it's going to be very similar to the Japanese version, we can tip you in on a few spoilers. The set is a 48-card set featuring 16 rares (all foil), 16 uncommons and 16 commons. It contains 45 new pokémon, 2 repeats (Pikachu and Electrode with new powers) and 1 trainer.

If you're wondering what effect the expansion will have on prices for the basic set, the answer is not much. Most of the new stage 1 and stage 2 pokémon in *Jungle* are evolved from common and uncommon basic set pokémon. However, grass decks get a significant boost, so interest in the foils Nidoking (\$10) and Venusaur (\$13) may pick up.

Meanwhile, the short print run of *Pokémon* 1st edition has pushed complete sets into the \$250 range and climbing. 1st Edition cards tend to sell for about 30% more than their "unlimited" brethren and 1st Edition packs sell easily in the \$5 range. 1st Edition Boxes are selling well at around \$350. In the short term prices will only continue to rise. Once Wizards prints enough cards for everyone to have some the prices of current foil rares will go back down into the \$5-\$8 range. Right now they are trading in the \$8-\$12 area if you can find them. Power rares like Alakazam (\$12), Charizard (\$28), Mewtwo (\$10.50) and Raichu (\$12) have been very popular.

### PHANTOM SALES

You've probably heard by now that there's a new movie coming out later this month. Some "Phantom Menace" or something. Suffice it to say, "Star Wars" buzz is tremendous these days, but all the excitement has done little for the sale of Decipher's *Star Wars CCG* cards. However, interest should pick up significantly when the new cards are released. Expect *Endor* packs to fly off the shelves—even though it's based on the old movies, any new "Star Wars" product is going to be sought after. You can also expect a high-level of interest in the *Young Jedi* game, a starter-level product based on "The Phantom Menace." Veteran *Star Wars* players will want a taste of what the new game is going to be like.

*Rick Lipman once owned four sets of Beta and a dozen Black Loti. In an attempt to buy a life he eventually sold them and bought a car. Now, with boxes of Pokémon flooding his apartment, he no longer has a life.*

# TOP 10 CARDS

## 1 GAEA'S CRADLE

Green decks are back. With the GDCI putting the clamp on combo decks, the once-maligned green creature decks are all the rage these days. In fact, they're so popular that Gaea's Cradle has vaulted to the top of the list of hottest cards. It is joined on the list by the resurging Birds of Paradise and perennial favorite Survival of the Fittest. Elsewhere, Cursed Scroll and Living Death continue to hover near the top of the list. Of particular note should be the fact that *Urza's Legacy*, the most recent expansion, is woefully under-represented this month, with only Ring of Gix and Defense Grid on the list. We can thank the foil card boom for saturating the market with *Legacy* singles and hence diminishing the value of the non-foil rares..





## MAGIC The Gathering®

### ALPHA LIMITED

#### WIZARDS OF THE COAST-1993

Cards have black borders.

Alpha cards have rounder corners when compared to Beta cards.

Full Set (300 cards)	\$3,600.00
Starter Deck (60 cards)	225.00
Starter Box (10 decks)	2,000.00
Booster Pack (15 cards)	150.00
Booster Box (36 packs)	3,200.00

All unlisted cards are 80% of Beta value.  
Unlisted Alpha errors are worth 125% of Beta value.

Black Lotus	ART R	400.00
Chaos Orb	ART R	100.00
Force of Nature	SC R	40.00
Forcefield	ART R	125.00
Gaea's Liege	SC R	20.00
Gauntlet of Might	ART R	125.00
Jade Monolith	ART R	12.00
Living Wall	AC U	5.00
Lord of Atlantis	SC R	13.00
Mana Short	INS R	12.00
Max Emerald	ART R	190.00
Max Jet	ART R	190.00
Max Pearl	ART R	190.00
Max Ruby	ART R	190.00
Max Sapphire	ART R	190.00
Orchid Artillery	SC U	8.00
Orchid Drifflame	EN U	16.00
Roc of Kher Ridges	SC R	16.00
Rock Hydra	SC R	22.00
Sedge Troll	SC R	22.00

### BETA LIMITED

#### WIZARDS OF THE COAST-1993

Beta cards are black-bordered.

Full Set (302 cards)	4,000.00
Starter Deck (60 cards)	285.00
Starter Box (10 decks)	2,600.00
Booster Pack (15 cards)	125.00
Booster Box (36 packs)	3,500.00
Unlisted Commons	75

Air Elemental	SC U	3.00
Ancestral Recall	INS R	220.00
Animate Artifact	EA U	2.00
Animate Dead	EN U	3.00
Animate Wall	EC R	5.50
Ankh of Mishra	ART R	10.00
Armageddon	SOR R	40.00
Aspect of Wolf	EC R	8.00
Bad Moon	EN R	17.50
Badlands	LAN R	45.00
Balance	SOR R	30.00
Basalt Monolith	ART U	5.50
Bayou	LAN R	45.00
Berserk	INS U	45.00
Birds of Paradise	SOR R	45.00
Black Knight	SC U	7.00
Black Lotus	ART R	400.00
Black Tide	ART U	10.00
Black Ward	EC U	2.00
Blaze of Glory	INS R	42.00
Blessing	EC R	11.00
Blue Ward	EC U	1.25
Bog Wraith	SC U	2.25
Brangseyser	SOR R	24.00
Burrowing	EC U	1.50
Camouflage	INS U	11.00
Castle	EN U	2.50
Celestial Prism	ART U	2.00
Channel	SOR U	2.50
Chaos Orb	ART R	84.00
Chaosclase	INT R	5.00
Clockwork Beast	AC R	7.50
Clone	SC U	8.00
Cockatrice	SC R	10.00

Consecrate Land	EL U	16.00
Conservator	ART U	2.00
Contract from Below	SOR R	8.00
Control Magic	EC R	6.00
Conversion	EN U	2.00
Copper Tablet	ART U	10.00
Copy Artifact	EN R	20.00
Counterspell	INT U	18.00
Crusade	EN R	20.00
Crystal Rod	ART U	2.00
Cursed Land	EL U	2.00
Cyclopean Tomb	ART R	55.00
Dark Ritual	MS C	4.00
Darkpact	SOR R	8.00
Deathgrip	EN U	2.00
Deathlace	INT R	5.00
Demonic Attorney	SOR R	7.00
Demonic Hordes	SC R	22.00
Demonic Tutor	SOR U	20.00
Dingus Egg	ART R	9.00
Disenchant	INS C	5.00
Disintegrate	SOR C	3.00
Disrupting Scepter	ART R	19.00
Drain Life	SOR C	2.00
Dragon Whelp	SC U	4.00
Drain Power	SOR R	9.00
Dwarven Demolition Team	SC U	9.00
Earth Elemental	SC U	2.00
Earthbind	EC C	1.25
Earthquake	SOR R	14.00
Eldritch Archers	SC R	10.00
Evil Presence	EL U	2.00
False Orders	INS C	4.50
Farmstead	EL R	8.00
Fastbond	EN R	13.00
Feedback	EE U	2.00
Fire Elemental	SC U	2.00
Fireball	SOR C	4.00
Flashfires	SOR U	2.50
Force of Nature	SC R	20.00
Forcefield	ART R	130.00
Fork	INT R	40.00
Fungusaur	SC R	10.00
Gaea's Liege	SC R	10.00
Gauntlet of Might	ART R	125.00
Giant Growth	INS C	3.00
Glasses of Urza	ART U	2.00
Gloom	EN U	3.00
Goblin Balloon Brigade	SC U	3.00
Goblin King	SC R	12.00
Granite Gargyle	SC R	14.00
Green Ward	EC U	2.00
Gardian Angel	INS C	1.00
Helm of Chatzuk	ART R	6.00
Hive, The	ART R	6.00
Howling Mine	ART R	23.00
Hurricane	SOR U	3.00
Hypnotic Specter	SC U	12.00
Ice Storm	SOR U	30.00
Icy Manipulator	ART U	44.00
Illusory Mask	ART R	38.00
Instill Energy	EC U	2.00
Invisibility	EC C	5.00
Iron Star	ART U	2.00
Island Sanctuary	EN R	6.50
Ivory Cup	ART U	2.00
Jade Monolith	ART R	6.00
Jade Statue	ART U	20.00
Jayemdae Tome	ART R	9.00
Juggernaut	AC U	9.00
Karma	EN U	4.00
Keldon Warlord	SC U	3.00
Kormus Bell	ART R	7.00
Kudzu	EL R	7.00
Lance	EC C	3.00
Ley Druid	SC U	2.00
Library of Leng	ART U	2.25
Lich	EN R	50.00
Lifeforce	EN U	2.00
Lifeline	INT R	5.00

Lifetap	EN U	2.00
Lightning Bolt	INS C	12.00
Living Artifact	EA R	7.00
Living Lands	EN R	5.00
Living Wall	AC U	4.00
Llanowar Elves	SC C	2.00
Lord of Atlantis	SC R	11.50
Lord of the Pit	SC R	18.00
Lure	EC U	2.00
Magical Hack	INT R	9.00
Mahamoti Djinn	SC R	24.00
Manabats	EN R	7.00
Mana Flare	EN R	15.00
Mana Short	INS R	9.00
Mana Vault	ART R	20.00
Meekstone	ART R	10.00

Personal Incarnation	SC R	9.00
Pestilence	EN C	1.00
Phantasmal Forces	SC U	2.00
Phantom Monster	SC U	2.00
Pirate Ship	SC R	6.00
Plateau	LAN R	45.00
Power Sink	INT C	1.00
Power Surge	EN R	9.00
Prodigal Sorcerer	SC C	1.50
Psionic Blast	INS U	35.00
Purelace	INT R	4.00
Raise Dead	SOR C	1.00
Raging River	EN R	40.00
Red Elemental Blast	INT C	1.00
Red Ward	EC U	2.00
Regrowth	SOR U	14.00

Shatter	INS C	1.00
Shivan Dragon	SC R	60.00
Simulacrum	INS U	2.00
Sinkhole	SOR C	20.00
Siren's Call	INS U	2.00
Sleight of Mind	INT R	9.50
Smoke	EN R	6.50
Sol Ring	ART U	24.00
Soul Net	ART U	2.00
Spell Blast	INT C	1.00
Stasis	EN R	9.00
Steel Artifact	EA U	2.00
Stone Giant	SC U	1.50
Stone Rain	SOR C	1.00
Sunglasses of Urza	ART R	8.00
Swords to Plowshares	INS U	14.00
Taiga	LAN R	47.00
Terror	INS C	1.50
Thicket Basilisk	SC U	3.00
Thoughtlace	INT R	5.00
Throne of Bone	ART U	2.00
Timber Wolves	SC R	8.00
Time Vault	ART R	75.00
Time Walk	SOR R	250.00
Timewalker	SOR R	175.00
Tropical Island	LAN R	45.00
Tsunami	SOR U	1.50
Tundra	LAN R	47.00
Tunnel	SOR U	1.50
Two-Headed Giant of Foriys	SC R	55.00

Underground Sea	LAN R	47.00
Utthiden Troll	SC U	2.25
Verduran Enchantress	SC R	8.00
Vesuvan Doppelganger	SC R	35.00
Veteran Bodyguard	SC R	16.00
Volcanic Eruption	SOR R	8.00
Volcanic Island	LAN R	47.00
Wall of Air	SC U	2.00
Wall of Bone	SC U	1.50
Wall of Brambles	SC U	2.00
Wall of Fire	SC U	1.75
Wall of Ice	SC U	1.75
Wall of Stone	SC U	1.50
Wall of Swords	SC U	2.00
Wall of Water	SC U	1.00
Wanderlust	EC U	2.00
Warp Artifact	EA R	5.00
Water Elemental	SC U	2.00
Web	EC R	8.00
Wheel of Fortune	SOR R	26.00
White Knight	SC U	6.00
White Ward	EC U	2.00
Will-O'-The-Wisp	SC R	20.00
Winter Orb	ART R	25.00
Wooden Sphere	ART U	2.00
Word of Command	INS R	60.00
Wrath of God	SOR R	40.00
Zombie Master	SC R	8.50



## DOUBLE TAKES

**THROW-BACK LOTUS**  
In honor of our anniversary, we're going to take a double-take trip down memory lane, all the way back to issue #1. Not surprisingly, there are quite a few differences between the prices in April of 1995 and the prices in this month's mag. For example, a Black Lotus was available for \$175 in those days. Now, it would set you back a whopping \$400.

Mind Twist	SOR R	8.00
Max Emerald	ART R	220.00
Max Jet	ART R	220.00
Max Pearl	ART R	220.00
Max Ruby	ART R	220.00
Max Sapphire	ART R	235.00
Natural Selection	INS R	35.00
Netter Shadow	SC R	9.00
Nettling Imp	SC U	3.00
Neveryr's Disk	ART R	35.00
Nightmare	SC R	25.00
Northern Paladin	SC R	12.00
Obsidian Golem	AC U	2.00
Orchid Artillery	SC U	2.00
Orchid Drifflame	EN U	2.00
Paralyze	EC C	1.00

Resurrection	SOR U	3.00
Reverse Damage	INS R	12.00
Righteousness	INS R	8.50
Roc of Kher Ridges	SC R	10.00
Rock Hydra	SC R	16.00
Rod of Ruin	ART U	2.00
Royal Assassin	SC R	25.00
Sacrifice	INT U	2.00
Savannah	LAN R	45.00
Savannah Lions	SC R	18.00
Scavenging Ghoul	SC U	2.00
Scrubland	LAN R	40.00
Sedge Troll	SC R	14.50
Sengir Vampire	SC U	15.00
Serra Angel	SC U	25.90

### UNLIMITED EDITION

#### WIZARDS OF THE COAST-1993

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards)	\$2,800.00
Starter Deck (60 cards)	215.00
Starter Box (10 decks)	2,000.00
Booster Pack (15 cards)	125.00
Booster Box (36 packs)	3,150.00
Unlisted Commons	25

Air Elemental	SC U	1.50
Ancestral Recall	INS R	200.00
Animate Artifact	EA U	1.25
Animate Dead	EN U	1.25
Animate Wall	EC R	5.50
Ankh of Mishra	ART R	3.50
Armageddon	SOR R	4.00
Aspect of Wolf	EC R	8.50
Bad Moon	EN R	8.00
Badlands	LAN R	20.00
Balance	SOR R	6.00

### MAGIC DATA

	C=COMMON	U=UNCOMMON	R=RARE
ARTIFACT	EA	EN	INT
BLACK	EC	EW	IL
BLUE	EL	INS	MS
GOLD			
GREEN			
RED			
WHITE			
LAND			

ART Artifact EA Enchant Artifact EN Enchantment INT Interrupt  
AC Artifact Creature EC Enchant Creature EW Enchant World IL Legendary Land  
CR Current Rarity EL Enchant Land INS Instant MS Mana Source SOR Sorcery

### PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET



● Basalt Monolith	ART U	2.00	● Lifeforce	EN U	1.00
● Bayou	LAN R	20.00	● Lifelace	INT R	3.00
● Berserk	INS U	38.00	● Lifetap	EN U	1.00
● Birds of Paradise	SC R	10.00	● Lightning Bolt	INS C	1.50
● Black Knight	SC U	2.50	● Living Artifact	EA R	3.50
● Black Lotus	ART R	325.00	● Living Lands	EN R	3.00
● Black Vise	ART U	2.50	● Living Wall	AC U	2.00
○ Black Ward	EC U	1.00	● Lord of Atlantis	SC R	5.50
○ Blaze of Glory	INS R	35.00	● Lord of the Pit	SC R	7.00
○ Blessing	EC R	5.00	● Lure	EC U	1.00
○ Blue Ward	EC U	1.00	● Magical Hack	INT R	5.00
● Bog Wraith	SC U	1.00	● Mahamoti Djinn	SC R	8.50
● Braingeyser	SOR R	14.00	● Mana Flare	EN R	6.00
● Burrowing	EC U	1.00	● Mana Short	INS R	5.00
● Camouflage	INS U	7.00	● Mana Vault	ART R	7.00
○ Castle	EN U	1.00	● Manabats	EN R	3.50
● Celestial Prism	ART U	1.00	● Meekstone	ART R	5.00
● Channel	SOR U	1.00	● Mind Twist	SOR R	5.00
● Chaos Orb	ART R	55.00	● Mox Emerald	ART R	175.00
● Chaoslace	INT R	2.50	● Mox Jet	ART R	175.00
● Clockwork Beast	AC R	3.50	● Mox Pearl	ART R	175.00
● Clone	SC U	5.00	● Mox Ruby	ART R	175.00
● Cockatrice	SC R	5.50	● Mox Sapphire	ART R	190.00
○ Consecrate Land	EL U	10.00	● Natural Selection	INS R	28.00
● Conservator	ART U	1.00	● Nether Shadow	SC R	4.00
● Contract From Below	SOR R	4.50	● Netting Imp	SC U	2.00
● Control Magic	EC R	3.00	● Nevynral's Disk	ART R	7.00
○ Conversion	EN U	1.00	● Nightmare	SC R	8.00
● Copper Tablet	ART U	9.00	○ Northern Paladin	SC R	7.00
● Copy Artifact	EN R	10.00	● Obsidian Golem	AC U	1.00
● Counterspell	INT U	2.00	● Orich Artillery	SC U	1.00
○ Crusade	EN R	7.00	● Orich Oniflame	EN U	1.00
● Crystal Rod	ART U	1.00	○ Personal Incarnation	SC R	4.50
● Cursed Land	EL U	1.00	● Phantasmal Forces	SC U	1.00
● Cyclopean Tomb	ART R	45.00	● Phantom Monster	SC U	1.00
● Darkpact	SOR R	4.50	● Pirate Ship	SC R	4.00
● Deathrip	EN U	1.00	● Plateau	LAN R	20.00
● Deathlace	INT R	2.00	● Power Surge	EN R	4.00
● Demonic Attorney	SOR R	4.00	● Psionic Blast	INS U	26.00
● Demonic Hordes	SC R	12.00	○ Purelace	INT R	3.00
● Demonic Tutor	SOR U	6.00	● Raging River	EN R	35.00
● Dingus Egg	ART R	4.50	● Red Ward	EC U	1.00
● Disrupting Scepter	ART R	4.00	● Regrowth	SOR U	5.00
● Dragon Whelp	SC U	2.50	○ Resurrection	SOR U	2.00
● Drain Power	SOR R	4.50	○ Reverse Damage	INS R	5.50
● Dwarven Demolition Team	SC U	7.00	○ Righteousness	INS R	4.00
● Earth Elemental	SC U	1.00	● Roc of Kher Ridges	SC R	7.00
● Earthbind	EC C	.50	● Rock Hydra	SC R	10.00
● Earthquake	SOR R	6.00	● Rod of Ruin	ART U	1.00
● Elvish Archers	SC R	5.00	● Royal Assassin	SC R	12.00
● Elf Presence	EL U	1.00	● Sacrifice	INT U	1.50
● False Orders	INS C	3.50	● Savannah	LAN R	18.00
○ Farmstead	EL R	5.00	○ Savannah Lions	SC R	5.00
● Fastbond	EN R	6.00	● Scavenging Ghoul	SC U	1.00
● Feedback	EE U	1.00	● Scrubland	LAN R	18.00
● Fire Elemental	SC U	1.00	● Sedge Troll	SC R	7.00
● Flashfires	SOR U	1.00	● Senjir Vampane	SC U	6.00
● Force of Nature	SC R	8.00	○ Serra Angel	SC U	5.00
● Forefield	ART R	100.00	● Shivan Dragon	SC R	20.00
● Fork	INT R	22.00	● Simulacrum	INS U	1.00
● Fungusaur	SC R	4.00	● Sinkhole	SOR C	12.00
● Gaea's Liege	SC R	7.00	● Siren's Call	INS U	1.00
● Gauntlet of Might	ART R	100.00	● Sleight of Mind	INT R	4.00
● Glasses of Urza	ART U	1.00	● Smoke	EN R	3.50
● Gloom	EN U	1.00	● Sol Ring	ART U	6.00
● Goblin Balloon Brigade	SC U	1.50	● Soul Net	ART U	1.00
● Goblin King	SC R	5.00	● Stasis	EN R	5.00
● Granite Gargyle	SC R	10.00	● Steel Artifact	EA U	1.00
○ Green Ward	EC U	1.00	● Stone Giant	SC U	1.00
● Guardian Angel	INS C	.50	● Swords of Urza	ART R	4.00
● Helm of Chatzruk	ART R	3.00	○ Swiftness to Plowshares	INS U	2.00
● Hive, The	ART R	5.00	● Taiga	LAN R	18.00
● Howling Mine	ART R	10.00	● Thicket Basilisk	SC U	1.00
● Hurricane	SOR U	1.00	● Thoughtface	INT R	3.00
● Hypnotic Specter	SC U	3.00	● Throne of Bone	ART U	1.00
● Ice Storm	SOR U	23.50	● Timber Wolves	SC R	3.50
● Icy Manipulator	ART U	30.00	● Time Vault	ART R	60.00
● Illusory Mask	ART R	32.00	● Time Walk	SOR R	180.00
● Instill Energy	EC U	1.00	● Timewalker	SOR R	125.00
● Invisibilty	EC C	4.00	● Tropical Island	LAN R	18.00
● Iron Star	ART U	1.00	● Tsunami	SOR U	1.00
○ Island Sanctuary	EN R	3.50	● Tundra	LAN R	18.00
● Ivory Cup	ART U	1.00	● Tunnel	SOR U	1.00
● Jade Monolith	ART R	3.00	● Two-Headed Giant of Forays	SC R	40.00
● Jade Statue	ART U	12.00	● Underground Sea	LAN R	18.00
● Jayemdae Tome	ART R	6.00	● Uthden Troll	SC U	1.00
● Juggernaut	AC U	4.50	● Verduran Enchantress	SC R	3.50
○ Karma	EN U	1.00	● Vesuvan Doppelganger	SC R	20.00
● Keldon Warlord	SC U	1.50	● Veteran Bodyguard	SC R	9.00
● Kormus Bell	ART R	4.00	● Volcanic Eruption	SOR R	4.00
● Kudzu	EL R	4.50	● Volcanic Island	LAN R	18.00
○ Lance	EC U	1.25	● Wall of Air	SC U	1.00
● Ley Druid	SC U	1.00	● Wall of Bone	SC U	1.00
● Library of Leng	ART U	1.00	● Wall of Brambles	SC U	1.00
● Lich	EN R	40.00			

● Wall of Fire	SC U	1.00	● Clone	SC U	5.00
● Wall of Ice	SC U	1.00	● Contract From Below	SOR R	3.50
● Wall of Stone	SC U	1.00	● Crumble	INS U	1.00
○ Wall of Swords	SC U	1.50	● Dancing Scimitar	AC R	2.50
● Wall of Water	SC U	1.00	● Demonic Attorney	SOR R	3.50
● Wanderlust	EC U	1.00	● Demonic Hordes	SC R	1.00
● Warp Artifact	EA R	2.75	● Demonic Tutor	SOR U	4.50

**Ali ibn Abi Talib**

While Ali is in play, damage that would reduce you to less than 1 life lowers you to 1 life. All further damage is prevented.

## DOUBLE TAKES

### PRINCE OF ARABIA

Back in the day, Ali was the most valuable *Arabian Nights* card, available at \$52.50. Since then he's been taken off the restricted list and his value has only increased to \$75, putting him well behind several other *AN* cards, including the Juzam Djinn.

● Water Elemental	SC U	1.00	● Desert Twister	SOR U	1.00
● Web	EC R	3.50	● Dragon Engine	AC R	2.00
● Wheel of Fortune	SOR R	12.00	● Dwarven Weaponsmith	SC U	.75
○ White Knight	SC U	2.25	● Ebony Horse	ART R	2.00
○ White Ward	EC U	1.00	● El-Hajjaj	SC R	3.00
● Will-O'-The-Wisp	SC R	5.50	● Energy Flux	EN U	.50
● Winter Drift	ART R	5.00	● Erg Raiders	SC C	.25
● Wooden Sphere	ART U	.75	○ Eye for an Eye	INS R	3.50
● Word of Command	INS R	45.00	● Flying Carpet	ART R	3.00
○ Wrath of God	SOR R	8.00	● Hurky's Recall	INS R	3.00
● Zombie Master	SC R	5.50	● Island Fish Jascenius	SC R	3.00

● Ivory Tower	ART R	5.00	● Jandor's Ring	ART R	3.00
● Jandor's Saddlebags	ART R	2.00	● Jandor's Saddlebags	ART R	2.00
● Kird Ape	SC C	1.00	● Kird Ape	SC C	1.00
● Magnetic Mountain	EN R	3.00	● Magnetic Mountain	EN R	3.00
● Mijae Djinn	SC R	4.50	● Millstone	ART R	6.50
● Mistral's War Machine	AC R	2.00	● Mistral's War Machine	AC R	2.00
● Onulet	AC R	2.00	● Onulet	AC R	2.00
● Omnipotter	AC U	.50	● Omnipotter	AC U	.50
● Plateau	LAN R	12.00	● Plateau	LAN R	12.00
● Primal Clay	AC R	2.00	● Primal Clay	AC R	2.00
● Rack, The	ART U	1.00	● Rack, The	ART U	1.00
● Reconstruction	SOR C	.25	● Reconstruction	SOR C	.25
○ Reverse Polarity	INS C	.25	○ Reverse Polarity	INS C	.25
● Rocket Launcher	ART R	3.50	● Rocket Launcher	ART R	3.50
● Savannah	LAN R	12.00	● Savannah	LAN R	12.00
● Scrubland	LAN R	12.00	● Scrubland	LAN R	12.00
● Serendib Efreest	SC R	8.00	● Serendib Efreest	SC R	8.00
● Shatterstorm	SOR U	1.50	● Shatterstorm	SOR U	1.50
● Sol Ring	ART U	5.00	● Sol Ring	ART U	5.00
● Sorceress Queen	SC R	5.00	● Sorceress Queen	SC R	5.00
● Taiga	LAN R	14.00	● Taiga	LAN R	14.00
● Titania's Song	EN R	3.00	● Titania's Song	EN R	3.00
● Tropical Island	LAN R	12.00	● Tropical Island	LAN R	12.00
● Tundra	LAN R	13.00	● Tundra	LAN R	13.00
● Underground Sea	LAN R	12.00	● Underground Sea	LAN R	12.00
● Unstable Mutation	EC C	.25	● Unstable Mutation	EC C	.25
● Volcanic Island	LAN R	12.00	● Volcanic Island	LAN R	12.00

## REVISED EDITION

### WIZARDS OF THE COAST-1994

Cards are white-bordered and nearly identical to Unlimited cards. Unlimited cards are worth 80% of Unlimited price. Printing of Unlimited cards gave them rich, vibrant colors while Revised has very dull colors. Unlimited cards also had a much lower print run and are more highly sought by collectors.

Full Set (305 cards)	\$285.00
Starter Deck (60 cards)	30.00
Starter Box (10 decks)	250.00
Booster Pack (15 cards)	11.00
Booster Box (36 packs)	325.00

● Aladdin's Lamp	ART R	2.50	● Aladdin's Ring	ART R	2.50
● Armageddon Clock	ART R	3.00	● Atog	SC C	.25
● Badlands	LAN R	13.00	● Basalt Monolith	ART U	1.50
● Bayou	LAN R	13.00	● Birds of Paradise	SC R	7.00
● Bottle of Suleiman	ART R	2.50	● Braingeyser	SOR R	10.00
● Brass Man	AC U	1.00			

● Air Elemental	SC U	.75	● Aladdin's Lamp	ART R	2.00
● Aladdin's Ring	ART R	2.75	○ Angry Mob	SC U	.50
○ Animate Dead	EN U	.50	○ Animate Wall	EC R	2.00
● Ankh of Mishra	ART R	2.50	● Armageddon	SOR R	8.00
● Armageddon Clock	ART R	2.50	● Ashes to Ashes	SOR U	1.00
● Aspect of Wolf	EC R	2.50	● Bad Moon	EN R	6.00
○ Balance	SOR R	4.00	● Ball Lightning	SC R	13.00
● Birds of Paradise	SC R	7.00	● Black Mana Battery	ART R	2.50
○ Blessing	EC R	3.00	● Blue Mana Battery	ART R	2.00
● Bottle of Suleiman	ART R	2.00	● Brass Man	AC U	.75
● Bronze Tablet	ART R	2.00	● Carrion Ants	SC U	2.00
● Chaoslace	INT R	1.50	○ Circle of Protection: Artifact	EN U	2.00
● Clockwork Avian	AC R	3.00	● Clockwork Beast	AC R	2.50
● Cockatrice	SC R	3.50	● Colossus of Sardia	AC R	5.00
● Control Magic	EC U	1.50	● Coral Helm	ART R	2.00
● Cosmic Horror	SC R	3.00	● Crimson Manticores	SC R	2.50
○ Crusade	EN R	6.00	● Cursed Land	EL U	0.75
● Dancing Scimitar	AC R	2.50	● Deathlace	INT R	1.50
● Dingus Egg	ART R	3.00	● Disrupting Scepter	ART R	3.00
○ Divine Transformation	EC U	1.00	● Dragon Engine	AC R	1.50
● Dragon Whelp	SC U	1.50	● Drain Power	SOR R	4.00
● Earthquake	SOR R	4.00	● Ebony Horse	ART R	2.00
● El-Hajjaj	SC R	2.50	○ Elder Land Wurm	SC R	3.00
● Elvish Archers	SC R	3.00	● Eye for an Eye	INS R	3.50
● Felwar Stone	ART U	1.50	● Flying Carpet	ART R	2.50
● Force of Nature	SC R	6.00	● Fungusaur	SC R	3.00
● Gaea's Liege	SC R	4.00	● Goblin King	SC R	4.00
● Gloom	EN U	1.00	● Greed	EN R	2.50
● Green Mana Battery	ART R	2.00	● Helm of Chatzruk	ART R	2.00
● Hive, The	ART R	3.00	● Howling Mine	ART R	8.00
● Hurky's Recall	INS R	3.00	● Hurr Jackal	SC R	1.50
● Hypnotic Specter	SC U	2.50	● Inferno	INS R	4.00
● Instill Energy	EC U	1.00	● Island Fish Jascenius	SC R	2.00
○ Island Sanctuary	EN R	2.50	● Ivory Tower	ART R	4.00
● Jade Monolith	ART R	2.00	● Jandor's Saddlebags	ART R	2.00
● Jayemdae Tome	ART R	4.00	● Junun Efreest	SC U	1.00
● Keldon Warlord	SC U	.50	● Killer Bees	SC U	1.75
○ Kismet	EN U	1.00	● Kormus Bell	ART R	2.50
● Land Tax	EN R	4.00	● Leviathan	SC R	4.00
● Lifelace	INT R	1.50	● Living Artifact	EA R	2.00

## FOURTH EDITION

### WIZARDS OF THE COAST-1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$200.00
Starter Deck (60 cards)	10.00
Starter Box (10 decks)	90.00
Booster Pack (15 cards)	3.25
Booster Box (36 packs)	105.00
Commons	15
Unlisted Uncommons	50

● Air Elemental	SC	U	.75
● Aladdin's Lamp	ART	R	2.00
● Aladdin's Ring	ART	R	2.75
○ Angry Mob	SC	U	.50
● Animate Dead	EN	U	.50
○ Animate Wall	EC	R	2.00
● Ankh of Mishra	ART	R	2.50
● Armageddon	SOR	R	8.00
● Armageddon Clock	ART	R	2.50
● Ashes to Ashes	SOR	U	1.00
● Aspect of Wolf	EC	R	2.50
● Bad Moon	EN	R	6.00
○ Balance	SOR	R	4.00
● Ball Lightning	SC	R	13.00
● Birds of Paradise	SC	R	7.00
● Black Mana Battery	ART	R	2.50
○ Blessing	EC	R	3.00
● Blue Mana Battery	ART	R	2.00
● Bottle of Suleiman	ART	R	2.00
● Brass Man	AC	U	.75
● Bronze Tablet	ART	R	2.00
● Carrion Ants	SC	U	2.00
● Chaoslace	INT	R	1.50
○ Circle of Protection: Artifact	EN	U	2.00
● Clockwork Avian	AC	R	3.00
● Clockwork Beast	AC	R	2.50
● Cockatrice	SC	R	3.50
● Colossus of Sardia	AC	U	5.00
● Control Magic	EC	U	1.50
● Coral Helm	ART	R	2.00
● Cosmic Horror	SC	R	3.00
● Crimson Manticores	SC	R	2.50
○ Crusade	EN	R	6.00
● Cursed Land	EL	U	0.75
● Dancing Scimitar	AC	R	2.50
● Deathlace	INT	R	1.50
● Dingus Egg	ART	R	3.00
● Disrupting Scepter	ART	R	3.00
○ Divine Transformation	EC	U	1.00
● Dragon Engine	AC	R	1.50
● Dragon Whelp	SC	U	1.50
● Drain Powers	SOR	R	4.00
● Earthquake	SOR	R	4.00
● Ebony Horse	ART	R	2.00
● El-Hajjaj	SC	R	2.50
● Elder Land Wurm	SC	R	3.00
● Elish Archers	SC	R	3.00
● Eye for an Eye	INS	R	2.50
● Feywild Stone	ART	U	1.50
● Flying Carpet	ART	R	2.50
● Force of Nature	SC	R	6.00
● Fungusaur	SC	R	3.00
● Gaea's Liege	SC	R	4.00
● Goblin King	SC	R	4.00
● Greed	EN	R	2.50
● Green Mana Battery	ART	R	2.00
● Helm of Chetzkut	ART	R	2.00
● Hive, The	ART	R	3.00
● Howling Mine	ART	R	8.00
● Hurky's Recall	INS	R	2.00
● Hux Jackal	SC	R	1.50
● Hypnotic Specter	SC	U	2.50
● Inferno	INS	R	4.00
● Instill Energy	EC	U	1.50
● Island Fish Jasconius	SC	R	2.00
○ Island Sanctuary	EN	R	2.50
● Ivory Tower	ART	R	4.00
● Jade Monolith	ART	R	2.00
● Jandor's Saddlebags	ART	R	2.00
● Jayendae Tome	ART	R	4.00
● Juneyn Efreet	SC	U	1.00
● Keldon Warlord	SC	U	.50
● Killer Bees	SC	U	1.50
○ Kismet	EN	U	1.00
● Kuspok Ball	ART	R	2.50
○ Land Tax	EN	R	4.00
● Leviathan	SC	R	4.00
● Lifelace	INT	R	1.50
● Living Artifact	EA	R	2.00



# MAGIC

The Gathering®

## Price Guide

Living Lands	EN	R	2.00
Lord of Atlantis	SC	R	4.00
Lord of the Pit	SC	R	5.50
Magical Hack	INT	R	3.50
Magnetic Mountain	EN	R	2.00
Mahamoti Djinn	SC	R	7.00
Mana Clash	SOR	R	2.50
Mana Flare	EN	R	5.00
Mana Short	INS	R	3.50
Mana Vault	ART	R	6.00
Manabatts	EN	R	2.50
Meekstone	ART	R	3.00
Millstone	ART	R	5.00
Mind Twist	SOR	R	2.50
Mishra's Factory	LAN	U	3.00
Mishra's War Machine	AC	R	2.00
Nether Shadow	SC	R	2.50
Nevinyrral's Disk	ART	R	7.00
Nightmare	SC	R	6.00
Northern Paladin	SC	R	4.50
Onulet	AC	R	1.75
Personal Incarnation	SC	R	3.00
Pirate Ship	SC	R	2.00
Power Surge	EN	R	2.50
Primal Clay	AC	R	1.50
Psionic Entity	SC	R	2.50
Purulence	INT	R	1.50
Rack, The	ART	U	1.00
Radjan Spirit	SC	U	.50
Rag Man	SC	R	2.50
Rebirth	SOR	R	2.00
Red Mana Battery	ART	R	2.50
Reverse Damage	INS	R	4.50
Righteousness	INS	R	3.00
Royal Assassin	SC	R	8.00
Savannah Lions	SC	R	4.00
Sengir Vampire	SC	U	4.00
Serra Angel	SC	U	5.00
Shapeshifter	AC	U	1.00
Shivan Dragon	SC	R	14.00
Simulacrum	INS	U	.50
Siren's Call	INS	U	.50
Sleight of Mind	INT	R	2.50
Smoke	EN	R	1.50
Sorceress Queen	SC	R	3.50
Spirit Link	EC	U	2.50
Stasis	EN	R	3.50
Strip Mine	LAN	U	3.00
Sunglasses of Urza	ART	R	2.50
Swords to Plowshares	INS	U	1.25
Sylvan Library	EN	R	5.50
Tempest Ebfret	SC	R	2.00
Tetravus	AC	R	3.50
Thoughtace	INT	R	2.00
Timber Wolves	SC	R	2.50
Time Elemental	SC	R	4.50
Titania's Song	EN	R	2.00
Triskelion	AC	R	3.00
Urza's Avenger	AC	R	4.00
Uthden Troll	SC	U	1.00
Verduran Enchantress	SC	R	3.50
Volcanic Eruption	SOR	R	2.50
Wanderlust	EC	U	.50
Warp Artifact	EA	R	1.50
Web	EC	R	2.00
White Mana Battery	ART	R	2.00
Whirling Dervish	SC	U	1.00
Will-O'-The-Wisp	SC	R	4.50
Winds of Change	SOR	R	2.50
Winter Blast	SOR	U	.75
Winter Orb	ART	R	4.50
Wrath of God	SOR	R	6.50
Xenic Poltargist	SC	R	1.50
Zombie Master	SC	R	2.50

Booster Box (36 packs) ..... 80.00  
Commons ..... 15

Abbey Gargoyles	SC	U	.50
Abyssal Specter	SC	U	1.00
Adarkar Wastes	LAN	R	4.50
Aether Storm	EN	U	.75
Air Elemental	SC	U	.50
Akron Legionnaire	SC	R	2.00
Aladdin's Ring	ART	R	2.00
An-Hava Constable	SC	R	2.50
Angry Mob	SC	U	.50
Animate Dead	EN	U	.50
Animate Wall	EC	R	2.00
Ankh of Mishra	ART	R	3.00
Anti-Magic Aura	EC	U	.50
Arenson's Aura	EN	U	.50
Armageddon	SOR	R	7.00
Ashes to Ashes	SOR	U	.50
Ashnod's Altar	SC	R	.50
Aspect of Wolf	EC	R	3.00
Atog	SC	U	.50
Azure Drake	SC	U	.75
Bad Moon	EN	R	5.50
Ball Lightning	SC	R	12.00
Barl's Cage	ART	R	2.50
Binding Grasp	EC	U	1.00
Birds of Paradise	SC	R	6.50
Black Knight	SC	U	1.00
Blight	EL	U	.50
Blinking Spirit	SC	R	5.00
Bog Wraith	SC	U	.50
Bottle of Suleiman	ART	R	3.00
Bottomless Vault	LAN	R	3.00
Breeding Pit	EN	U	1.75
Broken Visage	INS	R	2.50
Brushland	LAN	R	4.50
Caribou Range	EL	R	3.00
Carrian Ants	SC	U	1.00
Castle	EN	U	.50
Cave People	SC	U	.50
CoP: Artifacts	EN	U	1.00
City of Brass	LAN	R	12.00
Clockwork Beast	AC	R	3.00
Clockwork Steed	AC	U	.50
Cockatrice	SC	R	3.00
Colossus of Sardia	AC	R	5.00
Conquer	EL	U	1.00
Coral Helm	ART	R	2.00
Craw Giant	SC	U	1.00
Crimson Manticores	SC	R	3.00
Crown of the Ages	ART	R	3.00
Crumble	INS	U	.50
Crusade	EN	R	5.50
Crystal Rod	ART	U	.50
Cursed Land	EL	U	.50
Dance of Many	EN	R	3.25
Dancing Scimitar	AC	R	2.00
Death Speakers	SC	U	.50
Deathgrip	EN	U	1.00
Deflection	INT	R	6.50
Derisor	SC	R	2.50
Desert Twister	SOR	U	.75
Detonate	SOR	U	.50
Diabolic Machine	AC	U	.50
Dingus Egg	ART	R	3.00
Disrupting Scepter	ART	R	3.25
Divine Transformation	EC	U	.75
Dragon Engine	AC	R	2.00
Drain Power	SOR	R	3.00
Dust to Dust	SOR	U	.50
Dwarven Catapult	INS	U	.50
Dwarven Hold	LAN	R	2.50
Dwarven Ruins	LAN	R	.50
Earthquake	SOR	R	3.50
Ebon Stronghold	LAN	U	.50
Elder Druid	SC	R	4.00
Elkin Bottle	ART	R	2.50
Elven Riders	SC	U	1.00
Elvish Archers	SC	R	3.00
Energy Flux	EN	U	.50

Evil Eye of Orma-by-Gore	SC	U	1.50
Evil Presence	EL	U	.50
Eye for an Eye	INS	R	3.00
Fallen Angel	SC	U	1.50
Feedback	EE	U	.50
Feldon's Cane	ART	U	1.25
Fellwar Stone	ART	U	1.00
Feroz's Ban	ART	R	2.00
Fire Drake	SC	U	.75
Flame Spirit	SC	U	.75
Flashfires	SOR	U	.50
Flying Carpet	ART	R	2.50
Force of Nature	SC	R	5.50
Forget	SOR	R	2.50

Ice Floe	LAN	U	.75
Inferno	INS	R	4.00
Infinite Hourglass	ART	R	2.50
Instill Energy	EC	U	.75
Iron Star	ART	U	.50
Ironclaw Curse	EC	R	2.00
Island Sanctuary	EN	R	2.00
Ivory Cup	ART	U	.50
Ivory Guardians	SC	U	.50
Jade Monolith	ART	R	2.00
Julum Tome	ART	R	3.00
Jandor's Saddlebags	ART	R	2.50
Jayemdae Tome	ART	R	3.75
Jester's Cap	ART	R	10.00
Jehtull Wurm	SC	U	.50

Mana Clash	SOR	R	2.00
Mana Flare	EN	R	5.00
Mana Vault	ART	R	6.00
Manabatts	EN	R	2.50
Meekstone	ART	R	3.00
Millstone	ART	R	5.00
Mind Bomb	SOR	U	.50
Mind Warp	SOR	U	.75
Mole Worms	SC	U	.50
Necropotence	EN	R	9.00
Nether Shadow	SC	R	4.00
Nevinyrral's Disk	ART	R	7.50
Nightmare	SC	R	5.75
Obelisk of Undoing	ART	R	2.50
Orish Artillery	SC	U	.50
Orish Captain	SC	U	.50
Orish Drifflame	EN	U	.75
Orish Squatters	SC	R	3.50
Order of the Sacred Torch	SC	R	3.50

Order of the White Shield	SC	U	1.25
Orgg	SC	R	3.00
Ornithopter	AC	U	.50
Pentagram of the Ages	ART	R	3.50
Personal Incarnation	SC	R	3.50
Phantasmal Forces	SC	U	.50
Phantom Monster	SC	U	.50
Pirate Ship	SC	R	3.00
Primal Clay	AC	R	2.00
Primal Order	EN	R	4.00
Primordial Ooze	SC	U	.50
Pyroblast	INT	U	.75
Pyrotechnics	SOR	U	.75
Rabid Wombat	SC	U	1.00
Radjan Spirit	SC	U	.50
Rag Man	SC	R	3.00
Recall	SOR	R	2.50
Reverse Damage	INS	R	3.50
Righteousness	INS	R	3.00
Rod of Ruin	ART	U	.50
Ruins of Trokair	LAN	U	.75
Sacred Boon	INS	U	.50
Sand Siles	LAN	R	2.50
Sea Spirit	SC	U	.75
Sea Sprite	SC	U	.75
Seasinger	SC	U	1.00
Segovian Leviathan	SC	U	.50
Sengir Autocrat	SC	R	3.00
Seraph	SC	R	5.00
Serpent Generator	ART	R	3.00
Serra Bestiary	AC	U	.50
Serra Paladin	SC	U	.75
Shapeshifter	AC	U	1.00
Shatterstorm	SOR	U	1.50
Shivan Dragon	SC	R	12.00
Silbiant Spirit	SC	R	4.00
Skull Catapult	ART	U	.75
Sleight of Mind	INT	R	2.00
Smoke	EN	R	2.50
Sorceress Queen	SC	R	4.00
Soul Barrier	EN	U	.50
Soul Net	ART	U	.50
Spirit Link	EC	U	1.50
Stampede	INS	R	3.00
Stasis	EN	R	3.50
Steel Artifact	EA	U	.50
Stone Giant	SC	U	.50
Stone Spirit	SC	U	.50
Stronfgald Cabal	SC	R	4.00
Sulfurous Springs	LAN	R	4.50
Sykelunite Temple	LAN	U	.50
Sylvan Library	EN	R	5.00
Tawnos's Weaponry	ART	U	.50
Thicket Basilisk	SC	U	.75
Throne of Bone	ART	U	.50
Thrull Retainer	EC	U	.50
Time Bomb	ART	R	3.50
Time Elemental	SC	R	5.00
Titania's Song	EN	R	2.50
Truce	INS	R	2.50
Tsunami	SOR	U	.50
Underground River	LAN	R	4.50
Untamed Wilds	SOR	U	.50
Urza's Avenger	AC	R	3.50
Urza's Bauble	ART	U	.50
Verduran Enchantress	SC	R	2.50
Wall of Air	SC	U	.50
Wall of Bone	SC	U	.50



## DOUBLE TAKES

### LIBRARY FEES

One of the biggest price jumps we've seen over the past four years has come from the Library Of Alexandria. People realized its worth back then—it was valued at \$25—but it took a while before it was recognized as one of the best cards in the game. Now its price tag is \$180.

● Fountain of Youth	ART	U	.75	● Jokulhaups	SOR	R	6.00
● Fungusaur	SC	R	3.00	● Joven's Tools	ART	U	.50
● Fyndhorn Elder	SC	U	.75	● Justice	EN	U	1.00
● Game of Chaos	SOR	R	2.50	● Juxtapose	SOR	R	3.00
● Gauntlets of Chaos	ART	R	3.00	● Karma	EN	U	.75
● Glacial Wall	SC	U	.50	● Karpulusan Forest	LAN	R	4.50
● Glasses of Urza	ART	U	.50	● Keldon Warlord	SC	U	.50
● Gloom	EN	U	.50	● Killer Bees	SC	U	1.00
● Goblin King	SC	R	4.00	● Kismet	EN	U	1.00
● Goblin Warrens	EN	R	3.00	● Kjeldoran Royal Guard	SC	R	3.50
● Greater Realm of Pres. En	1.50			● Kjeldoran Skycaptain	SC	U	.50
● Greater Werewolf	SC	U	.50	● Knight of Stromgald	SC	U	1.00
● Havenwood Battleground				● Leshrae's Rite	EC	U	.50
	LAN	U	.75	● Leviathan	SC	R	4.50
● Hecatomb	EN	R	4.50	● Ley Druid	SC	U	.50
● Helm of Chatzruk	ART	R	2.00	● Lhurgoyf	SC	R	6.00
● Hipparion	SC	U	.50	● Library of Leng	ART	U	.50
● Hive, The	ART	R	3.00	● Lifeforce	EN	U	.75
● Hollow Trees	LAN	R	2.00	● Lifetap	EN	U	.75
● Howling Mine	ART	R	6.50	● Living Artifact	EA	R	2.00
● Hurky's Recall	INS	R	3.00	● Living Lands	EN	R	2.00
● Hurricane	SOR	U	1.00	● Lord of Atlantis	SC	R	4.00
● Hydroblast	INT	U	.50	● Lord of the Pit	SC	R	6.50
● Icatian Phalanx	SC	U	.75	● Lure	EC	U	.50
● Icatian Store	LAN	R	2.00	● Magical Hack	INT	R	2.50
● Icatian Town	SOR	R	3.00	● Magus of the Unseen	SC	R	4.00

## FIFTH EDITION

### WIZARDS OF THE COAST-1987

Full Set (449 cards)	250.00
Starter Deck (80 cards)	8.75
Starter Box (12 decks)	80.00
Booster Pack (15 cards)	3.00

## MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend
CR	Price Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

## PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET



# MAGIC

The Gathering®

## Price Guide

● Nether Void	EN R	40.00	● Tobias Andron	SC U	3.00
● Nicol Bolas	SC R	12.00	● Tolaria	LAN U	4.00
● North Star	ART R	8.00	● Tor Wauki	SC U	3.00
● Nova Pentacle	ART R	10.00	● Torsten Von Ursus	SC U	4.00
● Osai Vultures	SC C	1.00	● Touch of Darkness	INS U	3.50
● Palladia-Mors	SC R	12.50	● Triassic Egg	ART R	7.00
● Part Water	SOR U	3.50	● Tukir Dreamweaver	SC R	8.50
● Pavel Malik	SC U	4.00	● Tundra Wolves	SC C	1.00
● Pendelhaven	LAN U	5.00	● Typhoon	SOR R	9.00
● Petra Sphinx	SC R	8.00	● Undertow	EN U	3.00
● Pixie Queen	SC R	8.00	● Underworld Dreams	EN U	37.00
● Planar Gate	ART R	9.00	● Unholy Citadel	LAN U	3.00
● Pradash Gypsies	SC C	2.00	● Untamed Wilds	SOR U	3.00
● Presence of the Master	EN U	6.50	● Urborg	LAN U	5.00
● Primordial Ooze	SC U	2.00	● Ur-Draco	SC R	9.00
● Princess Lucrezia	SC U	4.00	● Vaevictis Asmadi	SC R	13.00
● Psionic Entity	SC R	7.00	● Venarian Gold	EC C	.75
● Psychic Purge	SOR C	1.50	● Visions	SOR U	3.00
● Puppet Master	EC U	3.00	● Voodoo Doll	ART R	5.00
● Pyrotechnics	SC U	1.00	● Walking Dead	SC C	.75
● Quagmire	EN U	4.00	● Wall of Caltrops	SC C	1.00
● Quarum Trench Gnomes	SC R	7.00	● Wall of Dust	SC U	2.50
● Rabid Wombat	SC U	4.00	● Wall of Earth	SC C	.75
● Radjan Spirit	SC U	3.00	● Wall of Light	SC U	4.00
● Raging Bull	SC C	1.00	● Wall of Opposition	SC R	4.00
● Ragnar	SC R	8.00	● Wall of Putrid Flesh	SC U	4.00
● Ramirez DePietro	SC U	4.00	● Wall of Tombstones	SC U	3.50
● Ramses Underdark	SC R	12.00	● Wall of Wonder	SC U	3.00
● Rapid Fire	INS R	9.00	● Whirling Dervish	SC U	4.00
● Rasputin Dreamweaver	SC R	10.00	● White Mana Battery	ART U	4.00
● Rebirth	SOR R	7.00	● Willow Satyr	SC R	9.00
● Recall	SOR U	9.50	● Winds of Change	SOR R	4.50
● Red Mana Battery	ART U	4.00	● Winter Blast	SOR U	7.00
● Reincarnation	INS U	4.00	● Wolverine Pack	SC C	1.00
● Relic Barrier	ART U	5.50	● Wood Elemental	SC R	8.00
● Relic Bind	EA U	3.00	● Wretched, The	SC R	10.00
● Remove Enchantments	INS C	.75	● Xira Ariens	SC R	7.00
● Remove Soul	INT C	.75	● Zephyr Falcon	SC C	1.00
● Reset	INT U	7.00			
● Revelation	EN R	9.00			
● Reverberation	INS R	12.00			
● Righteous Avengers	SC U	4.00			
● Ring of Immortals	ART R	10.00			
● Riven Turnbull	SC U	4.00			
● Rohgahh of Kher Keep	SC R	10.00			
● Rubinia Soulsinger	SC R	8.00			
● Rust	INT C	1.00			
● Sea King's Blessing	INS U	3.50			
● Seafarer's Quay	LAN U	3.00			
● Seeker	EC U	2.50			
● Sepvian Leviathan	SC U	3.00			
● Sentinel	AC R	7.00			
● Serpent Generator	ART R	8.00			
● Shelkin Browne	SC C	1.00			
● Shield Wall	INS U	2.00			
● Shimmian Night Stalker	SC U	3.00			
● Silhouette	INS U	3.50			
● Sir Shandalar of Eberyn	SC U	4.00			
● Sivriti Scarzam	SC U	3.00			
● Solkanar the Swamp King	SC R	10.00			
● Spectral Cloak	EC U	8.00			
● Spinal Villain	SC R	9.00			
● Spirit Link	EC U	6.00			
● Spirit Shackles	EC U	1.00			
● Spiritual Sanctuary	EN R	10.00			
● Stang	SC R	8.50			
● Storm Seeker	INS U	6.00			
● Storm World	EN R	10.00			
● Subdue	INS C	1.00			
● Sunstane Falconer	SC U	4.00			
● Sword of the Ages	ART R	27.00			
● Sylvan Library	EN R	8.00			
● Sylvan Paradise	INS U	4.00			
● Syphon Soul	SOR C	1.50			
● Tabernacle at Pendrell Vale	LAN R	30.00			
● Taldemaggot	EC U	2.00			
● Telekinetics	INS R	8.00			
● Teleport	EN R	8.00			
● Tempest Etern	SC R	7.00			
● Tetsuo Umezawa	SC R	14.00			
● Thunder Spirit	SC R	30.00			
● Time Elemental	SC R	12.00			

### THE DARK

#### WIZARDS OF THE COAST-1994

Full Set (119 cards)	\$145.00
Booster Pack (8 cards)	8.00
Booster Box (60 packs)	380.00
Unlisted Commons	.25

● Amnesia	SOR R	5.00	● Psychic Allergy	EN R	4.00
● Angry Mob	SC U	1.50	● Rag Man	SC R	3.00
● Apprentice Wizard	SC C	2.00	● Reflecting Mirror	ART U	2.50
● Ashes to Ashes	SOR C	.50	● Runesword	ART C	2.00
● Ball Lightning	SC R	15.00	● Safe Haven	LAN R	4.00
● Banshee	SC U	1.50	● Scarecrow	AC U	3.00
● Bart's Cage	ART R	3.00	● Scarwood Bandits	SC R	4.00
● Blood Moon	EN R	5.00	● Scarwood Goblins	SC U	1.50
● Blood of the Martyr	INS U	1.50	● Scarwood Hag	SC U	1.50
● Bone Flute	ART U	1.00	● Season of the Witch	EN R	4.00
● Book of Rass	ART U	1.50	● Sisters of the Flame	SC C	1.25
● Brothers of Fire	SC C	1.00	● Skull of Orm	ART U	3.00
● Cave People	SC U	1.00	● Sorrow's Path	LAN R	3.00
● City of Shadows	LAN R	3.00	● Spitting Slug	SC U	1.50
● Cleansing	SOR R	4.50	● Standing Stones	ART U	2.00
● Coal Golem	AC U	2.00	● Stone Calendar	ART R	4.00
● Curse Artifact	EA U	2.00	● Tangle Kelp	EC U	1.50
● Dance of Many	EN R	3.00	● Tivadar's Crusade	SOR U	2.00
● Dark Heart of the Wood	EN C	.25	● Tormod's Crypt	ART C	1.50
● Dark Sphere	ART U	2.50			
● Diabolic Machine	AC U	1.50			
● Dust to Dust	SOR U	1.50			
● Eater of the Dead	SC U	2.00			
● Electric Eel	SC U	1.50			
● Elves of Deep Shadow	SC U	2.50			
● Eternal Flame	SOR R	3.00			
● Exorcist	SC R	5.00			
● Fallen, The	SC U	1.50			
● Fasting	EN U	1.50			
● Fellwar Stone	ART U	2.50			
● Fire and Brimstone	INS U	2.00			
● Fire Drake	SC U	1.00			
● Flood	EN C	.75			
● Fountain of Youth	ART C	1.50			
● Frankenstein's Monster	SC R	4.50			
● Gaea's Touch	EN C	.25			

● Ghost Ship	SC U	1.50	● Tower of Coireall	ART U	1.00
● Goblin Wizard	SC U	3.00	● Tracker	SC R	4.50
● Grave Robbers	SC R	4.00	● Uncle Istvan	SC U	2.00
● Hidden Path	EN R	4.50	● Wand of Ith	ART U	2.75
● Inferno	INS R	5.00	● War Barge	ART U	3.00
● Knights of Thorn	SC R	4.00	● Water Wurm	SC C	.25
● Leviathan	SC R	5.00	● Whipcord	SC U	2.00
● Living Armor	ART C	1.00	● Witch Hunter	SC U	4.50
● Lurker	SC R	3.00	● Worms of the Earth	EN R	3.25
● Mana Clash	SOR R	3.50	● Wormwood Treefolk	SC R	3.50
● Mana Vortex	EN R	3.00			
● Marsh Goblins	SC C	.75			
● Martyr's Cry	SOR R	3.50			
● Maze of Ith	LAN U	11.00			
● Merfolk Assassin	SC U	4.00			
● Mind Bomb	SOR U	2.00			
● Miracle Worker	SC C	.25			
● Nameless Race	SC R	4.50			
● Necropolis	AC U	2.00			
● Niall Silvain	SC R	3.00			
● Orc General	SC U	1.50			
● People of the Woods	SC U	1.50			
● Preacher	SC R	11.50			

### FALLEN EMPIRES

#### WIZARDS OF THE COAST-1994

Full Set (187 cards)	\$50.00
Booster Pack (8 cards)	1.00
Booster Box (60 packs)	49.00
Unlisted Commons	.15

● Aeolipile	ART R	2.00	● Goblin Flotilla	SC R	2.00
● Balm of Restoration	ART U	1.75	● Goblin Kites	EN U	.50
● Bottomless Vault	LAN R	3.00	● Goblin Warrens	EN R	3.00
● Breeding Pit	EN U	2.00	● Hand of Justice	SC R	4.00
			● Havenwood Battleground	LAN U	1.00
			● Heroism	EN U	.50
			● Hollow Trees	LAN R	2.75
			● Homarid Shaman	SC R	1.00
			● Homarid Spawning Bed	EN U	.50
			● Hymn to Taurach	SOR C	.25
			● Icatian Lieutenant	SC R	2.00
			● Icatian Phalanx	SC U	.50
			● Icatian Priest	SC U	.50
			● Icatian Skirmishers	SC R	2.00
			● Icatian Store	LAN R	3.00
			● Icatian Town	SOR R	3.00
			● Implements of Sacrifice	ART R	1.50
			● Orcish Captain	SC U	.50
			● Orgg	SC R	3.00
			● Rading Party	EN U	.50
			● Rainbow Vale	LAN R	2.50
			● Ring of Renewal	ART R	1.75
			● River Merfolk	SC R	2.50
			● Ruins of Trokair	LAN U	.75
			● Sand Silas	LAN R	1.00
			● Seasinger	SC U	3.00
			● Soul Exchange	SOR U	.75
			● Spirit Shield	ART R	1.75
			● Spore Flower	SC U	.50
			● Svelunite Priest	SC U	.50
			● Svelunite Temple	LAN U	.75
			● Thalid Devourer	SC U	.50
			● Thelon's Chant	EN U	.50
			● Thelon's Curse	EN R	1.50
			● Thelonite Druid	SC U	.50
			● Thelonite Monk	SC R	2.00
			● Thrull Champion	SC R	2.00
			● Thrull Retainer	EC U	.50
			● Thrull Wizard	SC U	.50
			● Tidal Influence	EN U	.50
			● Taurach's Chant	EN U	.50
			● Taurach's Gate	EL R	2.00
			● Vodalian Knights	SC R	2.50
			● Vodalian War Machine	SC R	2.50
			● Zelyon Sword	ART R	1.75



### DOUBLE TAKES

**NO ONE CARES FOR CARRION**  
They used to be popular. When the only Carrion Ants you could find was available as a *Legends* rare, its value soared at \$27. That all changed when *Fourth Edition* came out. Not only was it reprinted, but insult was added to injury when it came back as an uncommon. Now you're lucky to get \$2 for one.

● Canch Horn	ART R	1.75	● Abyssal Specter	SC U	1.75
● Deep Spawn	SC U	.75	● Adarker Sentinel	AC U	.75
● Delir's Cone	ART U	1.00	● Adarker Wastes	LAN R	6.00
● Delir's Cube	ART R	1.50	● Aegis of the Meek	ART R	3.00
● Dereler	SC R	3.00	● Aggression	EC U	.50
● Draconian Cylx	ART R	2.50	● Altar of Bone	SOR R	3.00
● Dwarfen Armorer	SC R	2.00	● Amulet of Quaoz	ART R	2.25
● Dwarfen Catapult	INS U	.50	● Anarchy	SOR R	1.00
● Dwarfen Hold	LAN R	3.00	● Arcum's Sleigh	ART U	.50
● Dwarfen Lieutenant	SC U	.50	● Arcum's Weatherwane	ART U	.50
● Dwarfen Ruins	LAN U	1.00	● Arcum's Whistle	ART U	.50
● Eban Praetor	SC R	3.00	● Ashen Ghoul	SC U	.50
● Ebon Stronghold	LAN U	1.00	● Avalanche	SOR U	.50
● Elven Lyre	ART R	1.50	● Balduvian Conjuror	SC U	.75
● Elvish Farmer	SC R	2.00	● Balduvian Hydra	SC R	5.00
● Farrell's Mantle	EC U	.50	● Baton of Morale	ART U	.50
● Farrellite Priest	SC U	.50	● Battle Cry	INS U	.50
● Feral Thalid	SC U	.75	● Binding Gras	EC U	.75
● Fungal Bloom	EN R	2.00	● Black Scarab	EC U	.50
			● Blinking Spirit	SC R	6.00
			● Blizzard	EN R	3.00
			● Blue Scarab	EC U	.50
			● Brand of Ill Omen	EC R	3.25
			● Breath of Dreams	EN U	.50
			● Brushland	LAN R	5.50
			● Call to Arms	EN R	3.50
			● Caribou Range	EL R	4.00
			● Celestial Sward	ART R	3.00
			● Centaur Archer	SC U	.75
			● Chaos Lord	SC R	3.50
			● Chaos Moon	EN R	2.00
			● Chromatic Armor	EC R	3.00
			● Cold Snap	EN U	.50
			● Conquer	EL U	1.00

### ICE AGE

#### WIZARDS OF THE COAST-1995

Full Set (383 cards)	\$185.00
Starter Deck (60 cards)	9.00
Starter Box (10 decks)	67.00
Booster Pack (15 cards)	2.95
Booster Box (36 packs)	60.00
Commons	.15

● Canch Horn	ART R	1.75	● Abyssal Specter	SC U	1.75
● Deep Spawn	SC U	.75	● Adarker Sentinel	AC U	.75
● Delir's Cone	ART U	1.00	● Adarker Wastes	LAN R	6.00
● Delir's Cube	ART R	1.50	● Aegis of the Meek	ART R	3.00
● Dereler	SC R	3.00	● Aggression	EC U	.50
● Draconian Cylx	ART R	2.50	● Altar of Bone	SOR R	3.00
● Dwarfen Armorer	SC R	2.00	● Amulet of Quaoz	ART R	2.25
● Dwarfen Catapult	INS U	.50	● Anarchy	SOR R	1.00
● Dwarfen Hold	LAN R	3.00	● Arcum's Sleigh	ART U	.50
● Dwarfen Lieutenant	SC U	.50	● Arcum's Weatherwane	ART U	.50



Wall of Brambles	SC U	.50
Wall of Fire	SC U	.50
Wall of Stone	SC U	.50
Wall of Swords	SC U	.50
Wanderlust	EC U	.50
Warp Artifact	EA R	2.00
Whirling Dervish	SC U	1.00
White Knight	SC U	2.00
Wind Spirit	SC U	.50
Winds of Change	SOR R	2.50
Winter Blast	SOR U	.75
Winter Orb	ART R	3.50
Wolverine Pack	SC U	.50
Wooden Sphere	ART U	.50
Word of Blasting	INS U	.50
Wrath of God	SOR R	8.00
Wretched, The	SC R	4.50
Wyulu Wolf	SC R	3.00
Xenic Poltergeist	SC R	2.50
Zombie Master	SC R	3.50
Zur's Weirding	EN R	3.50

## ARABIAN NIGHTS

### WIZARDS OF THE COAST-1993

Full Set (78 cards) \$900.00  
 Booster Pack (8 cards) 90.00  
 Booster Box (60 packs) 3,900.00

Abu Ja'far	SC U	4.00
Aladdin	SC R	9.00
Aladdin's Lamp	ART R	5.00
Aladdin's Ring	ART R	6.00
Ali Baba	SC R	4.00
Ali from Cairo	SC R	75.00
Army of Allah	INS C	6.00
Basar of Baghdad	LAN R	22.00
Bird Maiden	SC C	1.00
Bottle of Suleiman	ART R	1.75
Brass Man	AC R	3.00
Camel	SC C	2.50
City in a Bottle	ART R	14.00
City of Brass	LAN R	32.00
Cuombaji Witches	SC C	1.25
Cyclone	EN R	4.00
Dancing Scimitar	AC R	6.00
Dandan	SC C	1.00
Desert	LAN C	3.50
Desert Nomads	SC C	2.50
Desert Twister	SOR R	4.00
Diamond Valley	LAN R	75.00
Drop of Honey	EN R	48.00
Ebony Horse	ART R	6.00
El-Hajaj	SC R	6.50
Elephant Graveyard	LAN R	28.00
Erg Raiders	SC C	1.00
Ernam Djinn	SC R	35.00
Eye for an Eye	INS R	6.00
Fishriver Oil	EC C	1.00
Flying Carpet	ART R	6.00
Flying Men	SC C	5.00
Ghazant Dore	SC C	1.50
Giant Tortoise	SC C	1.00
Guardian Beast	SC R	60.00
Hasran Drgess	SC C	1.00
Hurr Jackal	SC C	1.50
Ith-Biff Efreet	SC R	32.00
Island Fish Jescenius	SC R	5.75
Island of Wak-Wak	LAN R	35.00
Jandar's Ring	ART R	6.00
Jandar's Saddlebags	ART R	6.00
Jeweled Bird	ART R	4.00
Jihad	EN R	45.00
Junum Efreet	SC R	8.50
Juzam Djinn	SC R	185.00
Khabal Ghoul	SC R	36.00
King Suleiman	SC R	17.00
Kird Ape	SC C	2.00
Library of Alexandria	LAN R	180.00
Magnetic Mountain	EN R	4.50
Merchant Ship	SC R	8.00
Metamorphosis	SOR C	1.50
Mijae Djinn	SC R	9.00
Moorish Cavalry	SC C	4.00
Mountain	LAN C	5.00
Nafs Asp	SC C	1.50
Oasis	LAN U	4.00
Old Man of the Sea	SC R	34.00
Oublette	EN C	5.00
Piety	INS C	1.00
Pyramids	ART R	25.00
Repentant Blacksmith	SC R	4.00
Ring of Mar'uf	ART R	40.00
Rukh Egg	SC C	14.00
Sandals of Abdallah	ART R	8.00

## ANTIQUITIES

### WIZARDS OF THE COAST-1984

Full Set (100 cards) \$290.00  
 Booster Pack (8 cards) 20.00  
 Booster Box (60 packs) 930.00

Amulet of Kroog	ART C	1.00
Argivian Archaeologist	SC R	37.00
Argivian Blacksmith	SC C	1.00
Argothian Pixies	SC C	.75
Argothian Treefolk	SC C	.75
Armageddon Clock	ART U	5.00
Artifact Blast	INT C	1.00
Artifact Possession	EA C	.75
Artifact Ward	EC C	1.00
Asnod's Altar	ART C	2.50
Asnod's Battle Gear	ART U	2.50
Asnod's Transmogrator	ART C	2.00
Atoq	SC C	1.00
Battering Ram	AC C	.75
Bronze Tablet	ART R	5.00
Candelabra of Tawnos	ART R	45.00
Circle of Protection: Artifact	EN U	7.00
Citadel Druid	SC U	3.00
Clay Statue	AC C	.75
Clockwork Avian	AC R	8.50
Colossus of Sardia	AC R	8.50
Coral Helm	ART R	4.50
Crumble	INS C	1.00
Cursed Rack	ART U	2.50
Damping Field	EN U	2.50
Detonate	SOR U	3.00
Drafin's Restoration	SOR C	1.00
Dragon Engine	AC C	1.50
Dwarven Weaponsmith	SC U	2.00
Energy Flux	EN U	2.00
Feldyn's Cave	ART U	7.00
Gaea's Avenger	SC R	10.00
Gate to Phyrexia	EN U	3.00
Goblin Artisans	SC C	1.50
Golgothian Sylex	ART R	5.00
Grapeshot Catapult	AC C	.75
Haunting Wind	EN U	2.50
Hurky's Recall	INS R	4.00
Ivory Tower	ART U	6.50
Jalum Tome	ART U	5.00
Martyrs of Korlis	SC U	4.00
Mightstone	ART U	3.50
Milestone	ART U	7.00
Mishra's Factory	LAN U	10.00
Mishra's Factory (Winter) LAN	15.00	
Mishra's War Machine	AC R	4.00
Mishra's Workshop	LAN R	35.00
Obelisk of Undoing	ART R	7.00
Onulet	AC U	2.00
Orchid Mechanics	SC C	.75
Ormithopter	AC C	1.00
Phyrexian Grenlins	SC C	2.00
Power Artifact	EA U	4.00
Powerleech	EN U	3.50
Priest of Yawgmooth	SC C	.75
Primal Clay	AC U	2.50
Rack, The	ART U	2.50
Raklitate	ART U	2.00
Reconstruction	SOR C	1.00
Reverse Polarity	INS C	1.00
Rocket Launcher	ART R	4.00
Sage of Lat-Nam	SC C	1.00
Shardbearer	AC R	4.00
Shatterstorm	SOR R	4.50
Staff of Zegon	ART C	.50
Strip Mine	LAN U	9.00
Strip Mine (sky picture)	LAN U	11.00
Su-Chi	AC U	4.50
Tablet of Epitry	ART C	.75
Tawnos's Coffin	ART R	25.00
Tawnos's Wand	ART U	2.00
Tawnos's Weaponry	ART U	2.50
Tetrazus	AC R	5.50
Titanium's Song	EN U	3.00
Transmute Artifact	SOR U	3.50

Triskelion	AC R	6.00
Urza's Avenger	AC R	9.00
Urza's Chalice	ART C	1.00
Urza's Mine	LAN C	.50
Urza's Miter	ART R	.75
Urza's Power Plant	LAN C	.50
Urza's Tower	LAN C	.50
Wall of Spears	AC C	1.25
Weakstone	ART U	3.00
Xenic Poltergeist	SC U	3.00

Beasts of Bogardan	SC U	3.00
Black Mana Battery	ART U	4.00
Blazing Effigy	SC C	1.00
Blight	EL U	2.00
Blood Lust	INS U	2.50
Blue Mana Battery	ART U	4.00
Boris Devilboon	SC R	7.00
Brine Hag	SC U	4.00
Bronze Horse	AC R	5.00
Carrian Ants	SC R	8.00

Falling Star	SOR R	8.00
Feint	INS C	1.00
Field of Dreams	EN R	10.00
Fire Sprites	SC C	1.25
Firestorm Phoenix	SC R	25.00
Flash Counter	INT C	1.00
Floral Spuzzem	SC U	3.50
Force Spike	INT C	1.00
Forethought Amulet	ART R	8.00
Fortified Area	EN C	1.50
Frost Giant	SC U	3.50
Gabriel Angelfire	SC R	8.00
Gauntlets of Chaos	ART R	7.00
Ghosts of the Damned	SC C	1.00
Giant Turtle	SC C	.75
Glyph of Delusion	INS C	1.00
Glyph of Destruction	INS C	1.00
Glyph of Doom	INS C	1.00
Glyph of Life	INS C	1.00
Glyph of Reincarnation	INS C	1.00
Gosta Dirk	SC R	9.00
Gravity Sphere	EN R	15.00
Great Defender	INS U	3.00
Great Wall	EN U	3.00
Greater Realm of Preservation	EN U	5.00



## DOUBLE TAKES

**DOUBLE PLEASURE**  
 In 1995, dual lands were popular, but they were also plentiful. Since they were still in-print, *Revised* duals could be had for about \$6 each, and even *Betas* were available for a mere \$10. Years later, dual lands have soared. *Revised* ones have doubled in value to \$12 and *Betas* go for as much as \$45.

Yawgmooth Demon	SC R	8.00
Yotian Soldier	AC C	.75

Cathedral of Serra	LAN U	2.00
Caverns of Despair	EN R	8.00
Chain Lightning	SOR C	7.00
Chains of Mephistopheles	EN R	21.00
Chromium	SC R	12.00
Cleansse	SOR R	12.00
Clergy of the Holy Nimbus	SC C	.75
Cocon	EC U	3.00
Concordant Crossroads	EN R	8.00
Cosmic Horror	SC R	6.00
Craw Giant	SC U	5.00
Cravasse	EN U	2.50
Crimson Kobolds	SC C	1.00
Crimson Martilcone	SC R	5.50
Crookshank Kobolds	SC C	1.00
Dakkon Blackblade	SC R	10.00
D'Avenant Archer	SC C	.75
Darkness	INS C	1.00
Deadfall	EN U	3.00
Demonic Torment	EC U	3.50
Devouring Deep	SC C	.75
Disharmony	INS R	8.00
Divine Intervention	EN R	8.00
Divine Offering	INS C	1.00
Divine Transformation	EC R	7.50
Dream Coat	EC U	4.00
Dwarven Song	INS U	3.00
Elder Land Wurm	SC R	6.00
Elder Spawn	SC R	7.00
Elven Riders	SC R	5.00
Endangered Being	SC C	1.00
Enchantment Alteration	INS C	1.00
Equinox	EL C	2.50
Eternal Warrior	EC U	2.00
Eureka	SOR R	32.00
Evil Eye of Orms-By-Gore	SC U	4.00
Fallen Angel	SC U	5.00

## LEGENDS

### WIZARDS OF THE COAST-1994

Full Set (310 cards) \$950.00  
 Booster Pack (15 cards) 32.00  
 Booster Box (36 packs) 850.00  
 Unlisted Commons .50

Abomination	SC U	2.00
Abyss, The	EN R	60.00
Acid Rain	SOR R	14.00
Adun Dakenshield	SC R	10.00
Adventurers' Guildhouse	LAN U	2.00
Arathi Berserker	SC U	4.00
Aisling Leprechaun	SC C	1.00
Akron Legionnaire	SC R	4.00
All Hallow's Eve	EN R	35.00
Al-habara's Carpet	ART R	8.00
Alchor's Tomb	ART R	8.00
Angelic Voices	EN R	8.00
Angus Mackenzie	SC R	10.00
Anti-Magic Aura	EC C	1.00
Arborea	EN U	4.00
Arcades Sabbath	SC R	12.00
Arena of the Ancients	ART R	5.00
Avoid Fate	INT C	1.00
Axelrod Gunnarson	SC R	7.00
Ayesha Tanaka	SC R	6.00
Azure Drake	SC U	2.00
Backdraft	INS U	2.50
Backfire	EC U	2.00
Barbary Apes	SC C	1.00
Barktooth Warbeard	SC U	4.00
Bartel Runeaxe	SC R	10.00

Land Equilibrium	EN R	12.00
Land Tax	EN R	9.00
Land's Edge	EN R	8.00
Lesser Werewolf	SC U	3.50
Life Chisel	ART U	4.00
Life Matrix	ART R	10.00
Lifeflood	EN R	10.00
Living Plane	EN R	15.00
Livonya Silone	SC R	10.00
Lord Magnus	SC U	5.00
Last Soul	SC C	1.00
Mana Drain	INT U	60.00
Mana Matrix	ART R	12.50
Marble Priest	AC U	3.50
Marhault Elsdragon	SC U	3.00
Master of the Hunt	SC R	12.00
Mirror Universe	ART R	90.00
Moat	EN R	75.00
Mold Demon	SC R	8.00
Moss Monster	SC C	1.00
Mountain Stronghold	LAN U	3.00
Mountain Yeti	SC U	3.00
Nebuchadnezzar	SC R	10.00



● Crown of the Ages	ART R	4.50
● Curse of Marit Lage	EN R	3.50
● Dance of the Dead	EC U	1.50
● Deflection	INT R	9.00
● Demonic Consultation	INS U	.75
● Despoiled Scepter	ART R	3.50
● Diabolic Vision	SOR U	.75
● Dread Wight	SC R	3.00
● Dreams of the Dead	EN U	.50
● Drift of the Dead	SC U	.50
● Drought	EN U	.50
● Dwarven Armory	EN R	3.00
● Earthlink	EN R	3.00
● Elder Druid	SC R	4.50
● Elemental Augury	EN R	3.25
● Elkin Bottle	ART R	3.50
● Enduring Renewal	EN R	5.00
● Energy Storm	EN R	3.50
● Essence Vortex	INS U	.50
● Fanatical Fever	INS U	.50
● Fiery Justice	SOR R	2.50
● Fire Covenant	INS U	.75
● Flame Spirit	SC U	.50
● Flooded Woodlands	EN R	3.00
● Flow of Maggots	SC R	3.00
● Forbidden Lore	EL R	3.00
● Force Void	INT U	.50
● Forgotten Lore	SOR U	1.00
● Formation	INS R	2.00
● Freyalise Supplicant	SC U	.50
● Freyalise's Charm	EN U	.50
● Freyalise's Winds	EN R	.75
● Fumarel	SOR U	.50
● Fyndhorn Bow	ART U	.50
● Fyndhorn Elder	SC U	.75
● Fyndhorn Pollen	EN R	2.50
● Game of Chases	SOR R	2.50
● General Jarkeld	SC R	4.00
● Ghostly Flame	EN R	4.00
● Giant Trap Door Spider	SC U	.75
● Glacial Chasm	LAN U	.50
● Glacial Crevasse	EN R	2.75
● Glacial Wall	SC U	.75
● Glaciers	EN R	3.00
● Goblin Lyre	ART R	2.50
● Goblin Mutant	SC U	.75
● Goblin Snowman	SC U	.50
● Gravebind	INS R	3.00
● Green Scarab	EC U	.50
● Hallowed Ground	EN U	.50
● Halls of Mist	LAN R	2.75
● Hecatomb	EN R	5.00
● Hemette Talisman	ART U	.50
● Hipparian	SC U	.50
● Hot Springs	EL R	2.00
● Hurricane	SOR U	.50
● Hyalopterous Lemure	SC U	.75
● Hymn of Rebirth	SOR U	.75
● Ice Cauldron	ART R	3.50
● Ice Floe	LAN U	1.00
● Iceberg	EN U	.75
● Icequake	SOR U	1.50
● Icy Manipulator	ART U	7.50
● Icy Prison	EN R	3.00
● Illusory Presence	SC R	3.00
● Illusory Terrain	EN R	.75
● Illusions of Grandeur	EN R	3.50
● Infernal Darkness	EN R	2.50
● Infernal Denizen	SC R	3.00
● Infinite Hourglass	ART R	3.50
● Jester's Cap	ART R	12.50
● Jester's Mask	ART R	7.00
● Jeweled Amulet	ART U	1.00
● Jothull Worm	SC U	.50
● Jothulhaups	SOR R	7.00
● Justice	EN U	1.00
● Karplusan Forest	LAN R	6.00
● Karplusan Giant	SC U	.50
● Karplusan Yeti	SC R	3.00
● Kjeldoran Elite Guard	SC U	1.00
● Kjeldoran Frostbeast	SC U	.75
● Kjeldoran Knight	SC R	2.50
● Kjeldoran Phalanx	SC R	3.00
● Kjeldoran Royal Guard	SC R	3.00
● Kjeldoran Skycaptain	SC U	1.00
● Knight of Stormglad	SC U	1.75
● Krovikan Elementalist	SC U	.50
● Krovikan Vampire	SC U	2.00
● Lapis Lazuli Talisman	ART U	.50
● Lava Tubes	LAN R	3.00
● Leshrac's Rite	EC U	.50
● Leshrac's Sigil	EN U	.50
● Lurgyoff	SC R	7.50
● Lightning Blow	INS R	2.50

● Lim-Dul's Hex	EN U	.50
● Lost Order of Jarkeld	SC R	3.50
● Lure	EC U	.50
● Maddening Wind	EC U	.50
● Magus of the Unseen	SC R	3.75
● Malachite Talisman	ART U	.50
● Marton Stromgald	SC R	5.00
● Melee	INS U	.50
● Melting	EN U	.50
● Mercenaries	SC R	2.00
● Meriekie Ri Berit	SC R	3.50
● Mesmeric Trance	EN R	3.25
● Mind Warp	SOR U	1.00
● Mind Whip	EC R	3.00
● Minion of Leshrac	SC R	5.25
● Minion of Teshav Szat	SC R	.50
● Mole Worms	SC U	5.00
● Monsoon	EN R	3.50
● Mountain Titan	SC R	3.00
● Mudslide	EN R	2.50
● Musician	SC R	3.00
● Mystic Might	EC R	3.00
● Nacre Talisman	ART U	.50
● Naked Singularity	ART R	3.50
● Nature's Lore	SOR U	.50
● Necropotence	EN R	7.50
● Oath of Lim-Dul	EN R	3.50
● Onyx Talisman	ART U	.50
● Orkish Cannoneers	SC U	.75
● Orkish Healer	SC U	.25
● Orkish Librarian	SC R	.25
● Orkish Squatters	SC R	4.25
● Order of the Sacred Torch	SC R	4.00
● Order of the White Shield	SC U	2.00
● Pale Bears	SC R	2.50
● Pentagram of the Ages	ART R	4.50
● Phantasmal Mount	SC U	.50
● Pit Trap	ART U	.50
● Polar Kraken	SC R	6.00
● Pox	SOR R	5.50
● Pymgmy Allosaurus	SC R	2.50
● Pyroclasm	SOR U	1.00
● Reality Twist	EN R	3.00
● Reclamation	EN R	3.00
● Red Scarab	EC U	.50
● Ritual of Subdual	EN R	.50
● River Delta	LAN R	3.00
● Ruined Arch	ART R	3.50
● Sacred Boon	INS U	.50
● Sea Spirit	SC U	.50
● Seraph	SC R	7.00
● Shield of the Ages	ART U	.50
● Shift	SC R	3.50
● Silbiant Spirit	SC R	5.00
● Silver Erme	SC U	.50
● Skeleton Ship	SC R	4.00
● Skull Catapult	ART U	.75
● Sleight of Mind	INT U	.75
● Snow Fortress	AC R	2.00
● Snow Hound	SC U	.50
● Snow-Covered Forest	LAN U	.25
● Snow-Covered Island	LAN U	.25
● Snow-Covered Mountain	LAN U	.25
● Snow-Covered Plains	LAN U	.25
● Snow-Covered Swamp	LAN U	.25
● Snowblind	EC R	2.50
● Soldevi Golem	AC R	3.00
● Soldevi Machinist	SC U	.50
● Soldevi Simulacrum	AC U	.50
● Soul Barrier	EN U	.50
● Spectral Shield	EC U	.50
● Spoils of Evil	INT R	3.50
● Spoils of War	SOR R	3.50
● Staff of the Ages	ART R	3.00
● Stampede	INS R	3.50
● Stench of Evil	SOR U	.75
● Stone Spirit	SC U	.50
● Storm Spirit	SC R	4.00
● Stormbind	EN R	4.00
● Stormglad Cabal	SC R	4.00
● Stunted Growth	SOR R	4.00
● Sulfurous Springs	LAN R	5.00
● Sunstone	ART U	.50
● Swords to Plowshares	INS U	1.00
● Thermokarst	SOR U	1.50
● Thoughtleech	EN U	.50
● Thunder Wall	SC U	.50
● Timberline Ridge	LAN R	3.00
● Time Bomb	ART R	4.00
● Total War	EN R	2.00
● Touch of Witae	INS U	.50
● Trailblazer	INS R	2.50
● Underground River	LAN R	5.00
● Updraft	INS U	.50
● Urza's Bauble	ART U	0.50

● Veldt	LAN R	3.00
● Venomous Breath	INS U	.50
● Vertigo	INS U	.50
● Vexing Arcanix	ART R	4.00
● Vibrating Sphere	ART R	3.00
● Walking Wall	AC U	.75
● Wall of Lava	SC U	.50
● Wall of Pine Needles	SC U	.50
● Wall of Shields	AC U	.50
● War Chariot	ART U	.75
● Whalebone Glider	ART U	.50
● White Scarab	EC U	.50
● Whitout	INS U	.50
● Wind Spirit	SC U	.50
● Witigo	SC R	4.00
● Wings of Aesthir	EC U	.75

● Book of Rass	ART R	1.00
● Bronze Horse	AC R	2.00
● Chromium	SL R	4.50
● City of Brass	LAN R	13.00
● Cocoon	EC U	.75
● Concordant Crossroads	EW R	1.50
● Crow Giant	SC U	4.00
● Cyclone	EN R	2.00
● Dakkon Blackblade	SL R	4.00
● Dance of Many	EN R	3.00
● Enchantment Alteration	INS U	.50
● Erhnam Djinn	SC U	4.50
● Fallen, The	SC U	.75
● Fallen Angel	SC U	2.25
● Faldon's Cane	ART C	.75
● Fire Drake	SC U	.50

● Sivriti Scarzam	SL U	.25
● Sol'kanar the Swamp King	SL R	4.00
● Stango	SL R	2.50
● Storm Seeker	INS U	2.00
● Takklemaggot	EC U	.75
● Teleport	SOR R	2.00
● Tobias Andron	SL U	.25
● Tormod's Crypt	ART U	.25
● Trassic Egg	ART R	2.00
● Urza's Mine (four versions)	LAN C	.25
● Urza's Power Plant (four versions)	LAN C	.25
● Urza's Tower (four versions)	LAN C	.25
● Vaeictis Asmadi	SL R	4.50
● Voodoo Doll	ART R	2.00
● Wall of Opposition	SC U	.50
● Wall of Wonder	SC U	.50
● Witch Hunter	SC U	1.00
● Wretched, The	SC R	4.00
● Xira Aclen	SL R	2.00
● Yawgmoth Demon	SC R	3.00



**DOUBLE TAKES**

**FALLING EMPIRES**

Everything out-of-print goes up after time, right? Not quite. When *Fallen Empires* debuted, a complete set was worth \$60. Years later, boxes were still sitting on the shelves. The cards have finally sold out, but so has their value; a complete set is now worth only \$50.

● Winter's Chill	INS R	2.00
● Withering Wisps	EN U	.50
● Word of Blasting	INS U	.50
● Wrath of Marit Lage	EN R	2.50
● Yavimaya Gnats	SC U	.50
● Zur's Weirlding	EN R	4.50
● Zuran Orb	ART U	3.50

● Gabriel Angelfire	SL R	3.00
● Gauntlets of Chaos	ART R	2.50
● Goblin Artisans	SC U	.50
● Hell's Carstaker	SC R	4.00
● Horn of Deafening	ART R	2.50
● Ivory Guardians	SC U	.50
● Jalam Tome	ART R	1.00
● Jeweled Bird	ART R	1.00
● Johan	SL R	3.00
● Juxtapose	SOR R	3.00
● Kai Takahashi	SL R	.25
● Land's Edge	EW R	.45
● Marhaunt Elsdragon	SL U	.25
● Nebuchadnezzar	SL R	4.00
● Nicol Bolas	SL R	4.50
● Obelisk of Undoing	ART R	3.00
● Palladia-Mors	SL R	4.50
● Petra Sphinx	SC R	3.00
● Primalordial Ooze	SC U	.50
● Puppet Master	EC U	.75
● Rabid Wombat	SC U	1.25
● Rakalite	ART R	1.00
● Recall	SOR U	2.50
● Revelation	EW R	2.00
● Rubinia Soulsinger	SL R	4.00
● Safe Haven	LAN R	2.00
● Sentinel	AC R	2.00
● Serpent Generator	ART R	4.50
● Shield Wall	SC U	.50
● Shimian Night Stalker	SC U	.75

<b>CHRONICLES</b>		
<b>WIZARDS OF THE COAST-1995</b>		
Full Set (125 cards)		\$70.00
Booster Pack (12 cards)		2.45
Booster Box (45 packs)		95.00
Unlisted Commons		.10

● Abu Ja'far	SC U	.75
● Akron Legionnaire	SC R	2.00
● Aladdin	SC R	3.25
● Angelic Voices	EN R	4.00
● Arcades Sathbott	SL R	4.00
● Arena of the Ancients	ART R	2.50
● Axelrod Gunnarson	SL R	3.00
● Ayesha Tanaka	SL U	2.00
● Azure Drake	SC U	.50
● Banshee	SC U	.75
● Barf's Cage	ART R	2.00
● Beasts of Bogardan	SC U	.50
● Blood of the Martyr	INS U	.75
● Blood Moon	EN R	5.00

● Greater Werewolf	SC U	.25
● Hazduhr the Abbot	SC R	2.50
● Headstone	SC R	.15
● Heart Wolf	SC R	2.00
● Hsian's Shade	SC U	2.00
● Irimi Sengir	SC U	1.00
● Ironclad Curse	EC R	1.75
● Jinx	INS U	.15
● Joven	SC U	.50
● Joven's Fetters	SC U	.15
● Joven's Tools	EN R	1.00
● Koskun Falls	EN R	2.50
● Koskun Keep	LAN U	.75
● Leaping Lizard	SC U	.15
● Leeches	SC R	1.75
● Mammoth Harness	EC R	2.00
● Marjhan	SC R	2.50
● Merchant Scroll	SOR U	.15
● Mystic Decree	EN R	3.00
● Narwhal	SC R	2.00
● Orkish Mine	EL U	.75
● Primal Order	EN R	4.50



# MAGIC

The Gathering®

## Price Guide

○ Prophecy	.....	SOR	U	.15
○ Raskia the Slayer	.....	SC	U	.50
○ Renewal	.....	SOR	U	.15
○ Retribution	.....	SOR	U	.75
○ Reveled, Wizard Savant	.....	SC	R	2.00
○ Root Spider	.....	SC	U	.50
○ Roots	.....	EC	U	.50
○ Roterthopter	.....	AC	U	.15
○ Rysorian Badger	.....	SC	R	1.75
○ Sea Sprite	.....	SC	U	.75
○ Sea Troll	.....	SC	U	.50
○ Sengir Autocrat	.....	SC	R	3.00
○ Serra Aviary	.....	EN	R	2.50
○ Serra Bestiary	.....	EC	U	.15
○ Serra Inquisitors	.....	SC	U	.50
○ Serra Paladin	.....	SC	U	.15
○ Serrated Arrows	.....	ART	U	1.00
○ Soraya the Falconer	.....	SC	R	2.00
○ Spectral Bears	.....	SC	U	.50
○ Timmerian Fiends	.....	SC	R	1.00
○ Truce	.....	INS	R	2.00
○ Veldrane of Sengir	.....	SC	R	2.50
○ Wall of Kelp	.....	SC	R	1.75
○ Willow Priestess	.....	SC	R	2.50
○ Winter Sky	.....	SOR	R	1.50
○ Wizards' School	.....	LAN	U	1.00

### ALLIANCES

#### WIZARDS OF THE COAST-1996

Full Set (199 cards)	.....	\$150.00
Booster Pack (12 cards)	.....	.400
Booster Box (45 packs)	.....	148.00
Commons	.....	.15

● Ashnod's Dylik	.....	ART	R	3.50
● Balduvian Dead	.....	SC	U	.50
● Balduvian Horde	.....	SC	R	10.00
● Balduvian Trading Post	.....	LAN	R	5.00
● Bounty of the Hunt	.....	INS	U	.75
● Browse	.....	EN	U	1.50
● Burnout	.....	INT	U	1.00
● Chaos Harlequin	.....	SC	R	3.00
● Contagion	.....	INS	U	1.50
● Deadly Insects	.....	SC	U	.75
● Death Spark	.....	INS	U	.50
● Diminishing Returns	.....	SOR	U	5.00
● Diseased Vermin	.....	SC	U	1.00
● Dystopia	.....	EN	R	5.00
● Elish Bard	.....	SC	U	.50
● Elish Spirit Guide	.....	SC	U	1.00
● Energy Arc	.....	INS	U	.50
● Exile	.....	INS	R	5.00
● False Demise	.....	EC	U	.25
● Fatal Lore	.....	SOR	R	.40
● Feast or Famine	.....	INS	U	.25
● Floodwater Dam	.....	ART	R	3.50
● Force of Will	.....	INT	U	3.50
● Gargantuan Gorilla	.....	SC	R	4.00
● Gorilla Shaman	.....	SC	U	.50
● Guthra's Scepter	.....	ART	R	4.00
● Hail Storm	.....	INS	U	.75
● Heart of Yavimaya	.....	LAN	R	5.00
● Helm of Obedience	.....	ART	R	6.00
● Inheritance	.....	EN	U	.75
● Ivory Gargoyle	.....	SC	R	6.00
● Juniper Order Advocate	.....	SC	R	.75
● Kayusa	.....	SC	R	5.00
● Keeper of Tresserhorn	.....	SC	R	3.50
● Kjeldoran Home Guard	.....	SC	U	1.00
● Kjeldoran Outpost	.....	LAN	R	8.00
● Krovikan Horror	.....	SC	R	4.00
● Krovikan Plague	.....	EC	U	.50
● Lake of the Dead	.....	LAN	R	10.00
● Library of Lat-Nam	.....	SOR	R	7.00
● Lim-Dul's Paladin	.....	SC	U	1.00
● Lim-Dul's Vault	.....	INS	U	2.00
● Lodestone Bauble	.....	ART	R	4.00
● Lord of Tresserhorn	.....	SC	R	5.00
● Misfortune	.....	SOR	R	3.50
● Mishra's Groundbreaker	.....	ART	U	1.00
● Misinformation	.....	INS	U	1.00

● Mystic Compass	.....	ART	U	.50
● Nature's Blessing	.....	EN	U	.50
● Nature's Chosen	.....	EC	U	.50
● Nature's Wrath	.....	EN	R	4.00
● Omen of Fire	.....	INS	R	4.00
● Phantasmal Sphere	.....	SC	R	3.00
● Pheldagrif	.....	SC	R	1.50
● Phyrexian Devourer	.....	AC	R	3.50
● Phyrexian Portal	.....	ART	R	3.50
● Pilgrimage	.....	SOR	U	2.50
● Primitive Justice	.....	SOR	U	.75
● Pyrokinesis	.....	INS	U	1.00
● Reprisal	.....	INS	U	.50
● Ritual of the Machine	.....	SOR	R	4.00
● Rogue Skycaptain	.....	SC	R	3.00
● Royal Decree	.....	EN	R	4.00
● Scarab of the Unseen	.....	ART	U	.50
● Scars of the Veteran	.....	INS	U	1.00
● School of the Unseen	.....	LAN	U	.50
● Seasoned Tactician	.....	SC	U	.50
● Sheltered Valley	.....	LAN	R	4.50
● Shield Sphere	.....	AC	U	1.00
● Sol Grail	.....	ART	R	2.00
● Soldevi Digger	.....	ART	R	5.00
● Soldevi Excavations	.....	LAN	R	5.50
● Soldier of Fortune	.....	SC	U	.75
● Spiny Starfish	.....	SC	U	.75
● Splintering Wind	.....	EN	R	2.00
● Storm Cauldron	.....	ART	R	5.00
● Storm Elemental	.....	SC	U	.75
● Stormgald Spy	.....	SC	U	1.00
● Suffocation	.....	INS	U	.50
● Surge of Strength	.....	INS	U	.75
● Sustaining Spirit	.....	SC	R	5.00
● Sworn Defender	.....	SC	R	4.00
● Thawing Glaciers	.....	LAN	R	8.50
● Thought Lash	.....	EN	R	3.50
● Tidal Control	.....	EN	R	3.00
● Tornado	.....	EN	R	2.50
● Unlikely Alliance	.....	EN	U	.75
● Urza's Engine	.....	AC	R	1.50
● Varchild's War-Riders	.....	SC	R	4.00
● Viscerid Drone	.....	SC	U	.75
● Wand of Denial	.....	ART	R	1.50
● Wandering Mage	.....	SC	R	3.50
● Whittling Catapult	.....	ART	R	1.50
● Winter's Night	.....	EN	R	3.50
● Yavimaya Ants	.....	SC	U	1.00

### MIRAGE

#### WIZARDS OF THE COAST-1996

Full Set (350 cards)	.....	\$175.00
Starter Deck (50 cards)	.....	.850
Starter Pack (12 decks)	.....	.8500
Booster Pack (15 cards)	.....	.250
Booster Box (36 packs)	.....	75.00
Commons	.....	.15
Unlisted Uncommons	.....	.50

● Abyssal Hunter	.....	SC	R	3.00
● Acidic Dagger	.....	ART	R	2.50
● Afya Grove	.....	EN	R	2.50
● Afterlife	.....	INS	U	.50
● Amber Prison	.....	ART	R	3.00
● Amulet of Unmaking	.....	ART	R	3.00
● Ancestral Memories	.....	SOR	R	3.50
● Ashen Powder	.....	SOR	R	3.00
● Asmira, Holy Avenger	.....	SC	R	3.00
● Auspicious Ancestor	.....	SC	R	2.00
● Barreling Attack	.....	INS	R	2.00
● Basalt Golem	.....	AC	U	.50
● Bazaar of Wonders	.....	EN	R	3.50
● Benthic Djinn	.....	SC	R	3.00
● Blighted Shaman	.....	SC	U	.75
● Blind Fury	.....	INS	U	.50
● Bone Mask	.....	ART	R	3.00
● Brushwagg	.....	SC	R	2.00
● Burning Palm Effreet	.....	SC	U	.75
● Cadaverous Bloom	.....	EN	R	5.00
● Canopy Dragon	.....	SC	R	5.00
● Carrion	.....	INS	R	2.50

● Catacomb Dragon	.....	SC	R	7.00
● Celestial Dawn	.....	EN	R	6.50
● Chaosphere	.....	EN	R	3.00
● Charcoal Diamond	.....	ART	U	2.00
● Circle of Despair	.....	EN	R	3.00
● Consuming Ferocity	.....	EC	U	.50
● Coral Fighters	.....	SC	U	.50
● Crimson Hellkite	.....	SC	R	7.00
● Crypt Cobra	.....	SC	U	.50
● Cursed Totem	.....	ART	R	4.00
● Cycle of Life	.....	EN	R	2.50
● Daring Apprentice	.....	SC	R	2.50
● Discardant Spirit	.....	SC	R	3.00
● Dissipate	.....	INT	U	2.00
● Divine Retribution	.....	INS	R	2.50
● Dwarfven Miner	.....	SC	U	1.00
● Early Harvest	.....	INS	R	3.00
● Emberwilde Caliph	.....	SC	R	2.50

● Jabari's Influence	.....	INS	R	3.50
● Jungle Patrol	.....	SC	R	2.50
● Kukernassa Pirates	.....	SC	R	2.50
● Leering Gargoyle	.....	SC	R	2.50
● Lion's Eye Diamond	.....	ART	R	3.50
● Lure of Prey	.....	INS	R	3.00
● Malignant Growth	.....	EN	R	3.00
● Mana Prism	.....	ART	U	1.25
● Mangara's Blessing	.....	INS	U	1.00
● Mangara's Equity	.....	EN	U	1.00
● Mangara's Torment	.....	ART	R	3.50
● Marble Diamond	.....	ART	U	2.00
● Maro	.....	SC	R	5.00
● Melesse Spirit	.....	SC	U	1.00
● Mindbending Spores	.....	SC	R	2.00
● Miro Shade	.....	SC	U	.50
● Misers' Cage	.....	ART	R	3.00
● Mist Dragon	.....	SC	R	5.50

● Rock Basilisk	.....	SC	R	3.00
● Roots of Life	.....	EN	U	.50
● Sacred Mesa	.....	EN	R	6.00
● Savage Twister	.....	SOR	U	1.25
● Sawback Manticores	.....	SC	R	2.50
● Sealed Fate	.....	SOR	U	1.00
● Seeds of Innocence	.....	SOR	R	3.00
● Shallow Grave	.....	INS	R	4.50
● Shaoku, Endbringer	.....	SC	R	3.00
● Shimmer	.....	EN	R	3.50
● Sidar Jabari	.....	SC	R	3.50
● Sky Diamond	.....	ART	D	2.00
● Soul Echo	.....	EN	R	3.50
● Spectral Guardian	.....	SC	R	4.00
● Spirit of the Night	.....	SC	R	8.00
● Stupor	.....	SOR	U	1.50
● Subterranean Spirit	.....	SC	R	3.00
● Sunweb	.....	SC	R	3.00
● Tainted Specter	.....	SC	R	3.00
● Tanitha	.....	SC	R	4.00
● Teeka's Dragon	.....	AC	R	5.00
● Teferi's Imp	.....	SC	R	2.00
● Teferi's Isle	.....	LAN	R	2.50
● Telim Tor	.....	SC	R	2.00
● Telim Tor's Edict	.....	INS	R	2.00
● Tombstone Stairwell	.....	EN	R	4.00
● Torrent of Lava	.....	SOR	R	3.50
● Uktachi Wildcats	.....	SC	R	3.50
● Unfulfilled Desires	.....	EN	R	3.00
● Venefact Bottle	.....	ART	R	3.00
● Vigilant Martyr	.....	SC	U	.75
● Volcanic Dragon	.....	SC	R	6.50
● Volcanic Geyser	.....	INS	U	1.50
● Waiting in the Weeds	.....	SOR	R	3.00
● Warping Wurm	.....	SC	R	3.00
● Wellspring	.....	EL	R	2.50
● Wildfire Emissary	.....	SC	U	1.50
● Worldly Tutor	.....	INS	U	1.50
● Yare	.....	INS	R	2.00
● Zebra Unicorn	.....	SC	U	1.00
● Zirlan of the Claw	.....	SC	R	3.50
● Zuberi, Golden Feather	.....	SC	R	4.00



## DOUBLE TAKES

### WIDER IS BETTER

There was a time when *Alpha* cards were the hottest commodities, and a complete set was worth \$750 more than a *Beta* set. But then came the DCI, banning *Alpha* cards from tournament play. As a result, a complete *Beta* set is now worth \$400 more than their wide-rounded counterparts.

● Emberwilde Djinn	.....	SC	R	3.50
● Energy Bolt	.....	SOR	R	3.00
● Energy Vortex	.....	EN	R	3.50
● Enlightened Tutor	.....	INS	U	2.50
● Ethereal Champion	.....	SC	R	2.50
● Favorable Destiny	.....	EC	U	.75
● Final Fortune	.....	INS	R	7.00
● Fire Diamond	.....	ART	U	2.00
● Flash	.....	INS	R	3.00
● Forbidden Crypt	.....	EN	R	3.50
● Forsaken Wastes	.....	EN	R	5.00
● Frenetic Effreet	.....	SC	R	3.00
● Goblin Sootsayer	.....	SC	U	.50
● Grim Feast	.....	EN	R	3.50
● Grimning Totem	.....	ART	R	10.00
● Hakim, Loreweaver	.....	SC	R	3.00
● Hall of Gemstone	.....	EN	R	3.50
● Hammer of Bogardan	.....	SOR	R	10.00
● Harbinger of Night	.....	SC	R	3.00
● Hivis of the Scale	.....	SC	R	3.50
● Horrible Hordes	.....	AC	U	.50
● Illicit Auction	.....	SOR	R	3.00
● Illumination	.....	INT	U	.50
● Infernal Contract	.....	SOR	R	3.50

● Moss Diamond	.....	ART	U	2.00
● Mystical Tutor	.....	INS	U	2.00
● Natural Balance	.....	SOR	R	4.00
● Nettletooth Djinn	.....	SC	U	2.00
● Null Chamber	.....	EN	R	3.50
● Painful Memories	.....	SOR	U	.50
● Paupers' Cage	.....	ART	R	3.50
● Pearl Dragon	.....	SC	R	5.00
● Phyrexian Dreadnought	.....	AC	R	8.50
● Phyrexian Pledge	.....	SOR	R	2.50
● Phyrexian Tribute	.....	SOR	R	2.00
● Political Trickery	.....	SOR	R	3.50
● Polymorph	.....	SOR	R	3.50
● Preferred Selection	.....	EN	R	3.50
● Prismatic Boon	.....	INS	U	.50
● Prismatic Lace	.....	INS	R	2.00
● Psychic Transfer	.....	SOR	R	3.50
● Purgatory	.....	EN	R	3.00
● Purraj of Urborg	.....	SC	R	3.00
● Rashida Scalebane	.....	SC	R	3.50
● Razor Pendulum	.....	ART	R	3.00
● Reckless Embargement	.....	SC	R	3.00
● Reflect Damage	.....	INS	R	4.00
● Reparations	.....	EN	R	3.00

### VISIONS

#### WIZARDS OF THE COAST-1997

Full Set (167 cards)	.....	150.00
Booster Pack (15 cards)	.....	.350</



● Magma Mine	ART U	1.00
○ Miraculous Recovery	INS U	1.00
● Natural Order	SOR R	4.50
● Necromancy	EN U	1.00
● Necrosavant	SC R	4.00
● Nekrataal	SC U	2.00
● Ogre Enforcer	SC R	4.50
● Ovinomancer	SC U	1.00
○ Peace Talks	SOR U	.50
● Phyrexian Marauder	AC R	3.50
● Pillar Tombs of Aka	EN R	4.00
● Prosperity	SOR U	2.00
● Pygmy Hippo	SC R	3.75
● Quicksand	LAN U	1.25
● Quirion Druid	SC R	4.00
● Rainbow Ereet	SC R	5.50
● Relentless Assault	SOR R	10.00
○ Retribution of the Meek	SOR R	4.00
● Righteous War	EN R	3.50
● Rowen	EN R	3.50
● Sables of Time	ART R	4.00
● Scabean's Erte	SC U	1.00
● Simon	INS U	.50
● Snake Basket	ART R	5.50
● Squandered Resources	EN R	4.00
● Stampingede Wildebeests	SC U	1.00
● Suleiman's Legacy	EN R	3.50
● Summer Bloom	SOR U	1.00
● Teferi's Puzzle Box	ART R	4.00
● Teferi's Realm	EN R	3.00
● Tempest Drake	SC U	1.00
● Three Wishes	INS R	4.00
● Tin-Wing Chimera	AC U	.50
○ Tide	INS R	4.00
● Triangle of War	ART R	3.00
● Undiscovered Paradise	LAN R	8.00
● Vampire Tutor	INS R	9.50
● Vashina Sandstalker	SC U	1.50
● Vashina Dragon	SC R	8.00
● Wand of Denial	ART R	5.00
● Waterspout Djinn	SC U	1.00
○ Zhalfirin Crusader	SC R	4.00

## WEATHERLIGHT

### WIZARDS OF THE COAST-1997

Full Set (167 cards)	150.00
Booster Pack (15 cards)	2.75
Booster Box (36 packs)	80.00
Commons	.15
Unlisted Uncommons	.50

○ Abyeance	INS R	7.50
● Aboroth	SC R	5.00
● Ether Flash	EN U	1.00
○ Alabaster Dragon	SC R	6.50
● Ancestral Knowledge	EN R	5.00
● Anzao	SC R	3.50
● Barishi	SC U	.50
● Bone Dancer	SC R	3.50
● Bosium Strip	ART R	4.00
● Bubble Matrix	ART R	5.00
● Call of the Wild	EN R	4.00
● Chimeric Sphere	ART U	.50
○ Debt of Loyalty	INS R	4.00
● Dense Foliage	EN R	4.00
● Dingus Staff	ART U	1.00
● Doodsey	SOR R	5.00
● Dwarven Thaumaturgist	SC R	3.00
● Ertai's Familiar	SC R	4.00
● Fervor	EN R	6.00
● Firestorm	INS R	6.00
○ Forjisan Brigade	SC U	.75
● Fungus Elemental	SC R	4.00
● Gaea's Blessing	SOR U	1.00
● Gallowbraid	SC R	4.50
● Gemstone Mine	LAN U	3.00
● Goblin Bomb	EN R	5.00
● Heart of Bogardan	EN R	4.00
● Heat Stroke	EN R	4.00
● Hurloon Shaman	SC U	.50
● Infernal Tribute	EN R	4.00
● Inner Sanctum	EN R	4.00
● Liege of the Hollows	SC R	4.00
● Lotus Vale	LAN R	11.50
● Mana Web	ART R	5.00
● Maraxus of Kald	SC R	5.50
● Morifien	SC R	4.00
● Mwonvuli Ooze	SC R	3.00
● Nature's Resurgence	SOR R	4.00
● Noble Benefactor	SC U	.75
● Null Rod	ART R	4.00
● Orkish Settlers	SC R	1.50
● Paradigm Shift	SOR R	4.00
○ Peacekeeper	SC R	5.00

● Pendrell Mists	EN R	5.00
● Phantom Warrior	SC U	1.00
● Psychic Vortex	EN R	3.50
● Realm	SOR U	1.00
● Scorched Ruins	LAN R	5.00
○ Serenity	EN R	5.00
○ Serra's Blessing	EN U	1.00
○ Southern Paladin	SC R	5.00
○ Tariff	SOR R	4.00
● Teferi's Veil	EN U	.50
● Thran Tome	ART R	4.00
● Thundermere	SC R	7.50
● Tolarian Entrancer	SC R	4.00
● Tolarian Serpent	SC R	3.50
● Touchstone	ART U	.50
● Tranquil Grove	EN R	5.00
● Urborg Justice	INS R	4.00
● Urborg Stalker	SC R	4.00
● Vodalian Illusionist	SC R	5.00
○ Volunteer Reserves	SC U	1.50
● Wave of Terror	EN R	4.00
● Well of Knowledge	ART R	5.00
● Winding Canyon	LAN R	5.00
● Xanthic Statue	ART R	4.00

## TEMPEST

### WIZARDS OF THE COAST-1997

Full Set (335 cards)	255.00
Booster Pack (15 cards)	2.75
Booster Box (36 packs)	80.00
Starter Deck (60 cards)	8.00
Starter Box (12 decks)	80.00
Starter Box (12 decks—pre-constructed)	125.00
Commons	.15
Unlisted Uncommons	.75

● Altar of Dementia	ART R	5.00
● Aluren	EN R	6.00
○ Angelic Protector	SC U	1.00
● Apocrypha	SOR R	5.00
○ Auratog	SC R	4.00
○ Avenging Angel	SC R	5.50
● Bellowing Fiend	SC R	4.00
● Benthic Behemoth	SC R	4.00
● Booby Trap	ART R	6.00
● Bottle Gnomes	AC U	3.00
● Bounty Hunter	SC R	4.50
● Caldera Lake	LAN R	5.00
● Canyon Drake	SC R	3.25
● Camionette	SC R	3.50
● Chaotic Goo	SC R	3.00
● Chill	EN U	1.00
● Choke	EN U	1.50
● Cinder Marsh	LAN U	1.25
● Coffin Queen	SC R	5.00
● Cold Storage	ART R	4.00
● Commander Greven II-Vec	SC R	7.00
● Corpse Dance	INS R	8.00
● Crazed Armodon	SC R	4.00
● Cursed Scroll	ART R	22.00
● Dauthi Embrace	EN U	1.50
● Deadshot	SOR R	3.50
● Death Pits of Rath	EN R	4.50
● Dirtwork Wurm	SC R	6.00
● Dracoplasm	SC R	5.00
● Dreps of Sorrow	SOR R	4.00
● Duplicity	EN R	4.00
● Earthcraft	EN R	3.00
● Echo Chamber	ART R	4.50
● Eladamri, Lord of Leaves	SC R	6.50
● Eladamri's Vineyard	EN R	8.50
● Elven Warhounds	SC R	4.00
● Emerald Medallion	ART R	5.00
● Emmessi Tome	ART R	4.00
● Energizer	AC R	4.00
● Ertai's Meddling	INT R	4.00
● Escaped Shapeshifter	SC R	4.50
● Extinction	SOR R	4.00
● Fevered Convulsions	EN R	3.00
○ Field of Souls	EN R	4.50
○ Flickering Ward	EC U	1.00
● Flowstone Salamander	SC U	.75
● Flowstone Sculpture	AC R	4.00
● Flowstone Wyvern	SC R	3.50
● Foot's Tome	ART R	4.00
● Fugitive Druid	SC R	4.00
● Furnace of Rath	EN R	6.00
● Fylamand	SC U	1.00
○ Gerrard's Battle Cry	EN R	4.50
● Goblin Bombardment	EN U	1.50
● Grindstone	ART R	6.25
● Hand to Hand	EN R	3.50

○ Hanne's Custody	EN R	4.25
● Heartwood Giant	SC R	4.00
● Helm of Possession	ART R	5.50
○ Humility	EN R	6.50
● Interdict	INT U	1.25
● Intuition	INS R	5.00
● Jackal Pup	SC U	1.00
● Jet Medallion	ART R	5.00
● Jinxed Idol	ART R	4.00
● Kezderdrix	SC R	3.50
○ Knight of Dawn	SC U	1.50
● Knight of Dusk	SC U	1.50
● Krakiin	SC U	1.50
● Legacy's Allure	EN U	1.25
● Legendermain	SOR U	1.00
○ Light of Day	EN U	1.25
● Living Death	SOR R	14.00
● Lobotomy	SOR U	2.00
● Maddening Imp	SC R	3.50
● Magmasaur	SC R	4.00
● Magnetic Web	ART R	4.00
● Mana Severance	SOR R	4.00
● Marble Titan	SC R	4.00
● Marwac	SC R	3.50
● Maze of Shadows	LAN U	1.25
● Meditate	INS R	8.00
● Minion of the Wastes	SC R	4.00
● Mirri's Gule	EN R	4.50
● Mogg Cannon	ART U	.75
● Mongrel Pack	SC R	4.00
● Nature's Revolt	EN R	5.00
● No Quarter	EN R	3.50
○ Oracle en-Vec	SC R	3.50
● Orlim, Samite Healer	SC R	4.00
● Overrun	SOR U	2.50
● Palladium	SC R	3.00
● Pathwork Gnomes	AC U	.75
● Pearl Medallion	ART R	5.00
● Pegasus Refuge	EN R	4.00
● Phyrexian Grimoire	ART R	4.00
● Pine Barrans	LAN R	5.50
● Precognition	EN R	4.00
● Propaganda	EN U	2.00
● Puppet Strings	ART U	1.00

● Reanimator	SOR U	1.00
● Recycle	EN R	5.00
● Reflecting Pool	LAN R	13.00
● Renegade Warlord	SC U	1.00
○ Repentance	SOR U	1.00
● Root Maze	EN R	3.00
● Rootwater Depths	LAN U	1.00
● Rootwater Matriarch	SC R	4.00
● Rootwater Shaman	SC R	3.75
● Ruby Medallion	ART R	5.00
○ Sacred Guide	SC R	3.50
○ Safeguard	EN R	4.00
● Salt Flats	LAN R	5.00
● Sapphire Medallion	ART R	6.00
● Sarcomancy	EN R	7.00
● Scabland	LAN R	5.00
● Scalding Tongues	ART R	5.00
● Scorched Earth	SOR R	4.00
● Scragnoth	SC U	2.00
● Screeching Harpy	SC U	.75
● Scroll Rack	ART R	7.00
● Selenia, Dark Angel	SC R	5.50
● Shocker	SC R	5.00
● Sky Spirit	SC U	1.25
● Skyshroud Forest	LAN R	5.00
● Skyshroud Vampire	SC U	1.25
○ Solitari Emissary	SC R	4.00
○ Solitari Guerrillas	SC R	4.00
○ Solitari Monk	SC U	1.25
○ Solitari Priest	SC U	1.50
○ Spirit Mirror	EN R	4.00
● Spontaneous Combustion	INS U	1.00
● Starke of Rath	SC R	3.00
● Static Orb	ART R	5.00
● Steel Enchantment	EE U	1.25
● Storm Front	EN R	.75
● Sudden Impact	INS U	1.50
● Telethopter	AC U	.75
● Thalokos Lowlands	LAN U	1.25
● Thumbscrews	ART R	4.00
● Time Warp	SOR R	13.50
● Tooth and Claw	EN R	3.50
● Torture Chamber	ART R	4.00
● Tradewind Rider	SC R	20.00

● Verdant Force	SC R	7.00
● Verdigris	INS U	.75
● Vhat II-Dal	SC R	3.50
○ Warmth	EN U	1.00
● Wasteland	LAN U	2.50
● Whim of Volrath	INS R	4.00
● Whispers of the Muse	INS U	1.50
● Wind Dancer	SC U	1.75
○ Winds of Rath	SOR R	5.50
● Wood Sage	SC R	3.25

## STRONGHOLD

### WIZARDS OF THE COAST-1998

Full Set (143 cards)	165.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	95.00
Booster Pack (15 cards)	2.75
Booster Box (36 packs)	78.00
Commons	.15
Unlisted Uncommons	1.00

● Acidic Silver	SC U	1.50
● Amok	EN R	3.00
● Awakening	EN R	4.50
● Bottomless Pit	EN R	1.50
● Burgeoning	EN R	4.00
● Camassid	SC R	4.00
● Crovax the Cursed	SC R	5.50
● Crystalline Silver	SC U	2.00
● Dream Halls	EN R	5.00
● Ensnaring Bridge	ART R	5.50
● Evacuation	INS R	4.50
● Fanning the Flames	SOR U	1.00
● Flowstone Mauler	SC R	3.00
● Grave Pact	EN R	5.00
● Heartstone	ART U	1.00
● Heat of Battle	EN R	1.00
● Hermit Druid	SC R	4.50
● Hesitation	EN U	1.00
○ Hidden Retreat	EN R	3.50
● Horn of Greed	ART R	4.00
● Intruder Alarm	EN R	3.50
● Invasion Plans	EN R	3.50
● Jinxed Ring	ART R	3.00
● Mask of the Mimic	INS U	1.00
● Megrin	EN U	1.50
● Mind Peel	SOR U	1.00
● Mindwarper	SC R	3.50
● Mogg Infestation	SOR R	4.50
● Mogg Maniac	SC R	1.25
● Mortuary	EN R	4.00
● Mox Diamond	ART R	18.00
● Portcullis	ART R	4.50
○ Pursuit of Knowledge	EN R	6.00
● Rebound	INT U	1.00
● Reins of Power	INS R	3.50
● Revenant	SC R	4.50
○ Rolling Stones	EN R	4.00
● Ruination	SOR R	5.00
○ Sacred Ground	EN R	4.00
○ Shaman en-Kar	SC R	3.50
● Shard Phoenix	SC R	5.00
● Shifting Wall	AC U	1.00
● Silver Wyvern	SC R	4.50
● Skeleton Scavengers	SC R	3.50
● Silver Queen	SC R	9.00
○ Solitari Champion	SC R	4.00
● Spike Breeder	SC R	3.50
● Spike Feeder	SC U	1.50
● Spitting Hydra	SC R	5.00
● Stronghold Assassin	SC R	4.00
● Sword of the Chosen	ART R	3.00
○ Temper	INS U	1.00
● Thalokos Deceiver	SC R	3.50
● Verdant Touch	SOR R	3.50
● Victual Silver	SC U	1.50
● Volrath's Gardens	EN R	3.50
● Volrath's Laboratory	ART R	4.00
● Volrath's Shapeshifter	SC R	4.00
● Volrath's Stronghold	LAN R	7.00
○ Wall of Essence	SC U	1.00
● Wall of Souls	SC U	1.00
○ Warrior Angel	SC R	5.00



## DOUBLE TAKES

### HOARDING HORDES

When these ravagers made their *InQuest* debut in issue #16 they were the hottest card in the game. "It's a red Juzam!" people cried, and a \$20 price tag reflected this sentiment. Today their value has dropped to \$10, still pretty high for a card that is rarely played.

● Rain of Tears	SOR U	1.50
● Rathi Dragon	SC R	10.00
● Unstable Shapeshifter	SC R	4.00
● Vec Township	LAN U	.75

## EXODUS

### WIZARDS OF THE COAST-1998

Full Set (143 cards)	140.00
Starter Deck (60 cards)	9.50
Starter Box (12 decks)	115.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	82.00
Commons	.15
Unlisted Uncommons	1.00



# MAGIC

## The Gathering®

### Price Guide

○ Cataclysm	SC R	11.00
● City of Traitors	LAN R	3.50
● Coat of Arms	ART R	11.00
○ Convergence	EN R	3.00
● Dauthi Warlord	SC U	1.25
● Dominating Licid	SC R	4.50
● Entropic Specter	SC R	3.25
● Ephemeron	SC R	4.25
● Equilibrium	EN R	5.00
● Erratic Portal	ART R	5.00
● Ertai, Wizard Adept	SC R	7.00
○ Exalted Dragon	SC R	6.50
● Fighting Chance	INS R	3.00
● Forbid	INT U	1.50
● Hatred	INS R	8.00
○ Limited Resources	EN R	5.00
● Manahand	EN R	3.50
● Memory Crystal	ART R	4.50
● Mind Maggots	SC U	1.50
● Mind Over Matter	EN R	7.00
● Mindless Automaton	AC R	3.50
● Mirri, Cat Warrior	SC R	5.00
● Monstrous Hound	SC R	4.00
● Null Brooch	ART R	6.00
● Oath of Druids	EN R	12.00
● Oath of Ghouls	EN R	4.00
○ Oath of Lieges	EN R	4.50
● Oath of Mages	EN R	3.00
● Oath of Scholars	EN R	4.00
● Ogre Shaman	SC R	3.50
○ Paladin en-Vec	SC R	6.00
● Pandemonium	EN R	6.00
● Pit Spawn	SC R	4.50
● Plaguebearer	SC R	3.50
● Ravenous Baboon	SC R	4.00
● Recurring Nightmare	EN R	5.00
● Resuscitate	INS U	3.00
● Seismic Assault	EN R	5.00
● Skyshroud War Beast	SC R	4.00
● Sphere of Resistance	ART R	3.50
● Spike Cannibal	SC U	1.25
● Spike Hatcher	SC R	3.50
● Spike Weaver	SC R	5.50
● Survival of the Fittest	EN R	8.00
● Thalokos Drifters	SC R	3.00
● Thopter Squadron	AC R	2.50
● Volrath's Dungeon	EN R	5.00
○ Wall of Nets	SC R	3.00
● Workhorse	AC R	3.50

● Brand	INS R	3.50
● Bull Hippo	SC U	1.50
● Bulwark	EN R	3.50
● Carpet of Flowers	EN U	1.50
● Carthodian	AC U	1.50
○ Catastrophe	SOR R	6.00
● Child of Gaea	SC R	5.50
● Chimeric Staff	ART R	5.00
● Citinul Centaurs	SC R	5.50

● Enchantment Alteration	INS U	1.00
● Endless Wurm	SC R	7.00
● Endskeleton	ART U	1.50
● Energy Field	EN R	6.50
● Exhaustion	SOR U	1.50
● Exploration	EN R	3.00
○ Faith Healer	SC R	3.00
● Fault Line	INS R	5.00
● Fecundity	EN U	1.50
● Fire Ants	SC U	1.50
● Flesh Reaver	SC U	1.50
● Fluctuator	ART R	3.00
● Fog Bank	SC U	1.50
● Gaea's Cradle	LAN R	12.00
● Gaea's Embrace	EC U	1.50
● Gamble	SOR R	5.00
● Guided Drake	SC R	4.00
○ Glorious Anthem	EN R	7.00
● Goblin Cadets	SC U	1.50
● Goblin Lackey	SC U	1.50
● Goblin Offensive	SOR U	1.50
● Grafted Skullcap	ART R	4.00

● Lightning Dragon	SC R	8.00
● Lightning Dragon (Promo)	SC R	15.00
● Lifting Refrain	EN U	1.00
● Lingering Mirage	EC U	1.50
● Lotus Blossom	ART R	6.00
● Lurking Evil	EN R	4.00
● Mana Leech	SC U	1.50
● Meltdown	SOR U	1.50
● Metamorphosis	ART R	4.00
● Midsummer Revel	EN R	4.50
● Mishra's Helix	ART R	5.00
● Mobile Fort	AC U	1.50
○ Monk Idealist	SC U	1.00
● Morphing	SC R	5.00
● No Rest for the Wicked	EN U	1.50
● Neotic Scales	ART R	4.50
● Okk	SC R	4.00
○ Opal Acolith	EN U	1.00
○ Opal Archangel	EN R	5.00
○ Opal Titan	EN R	4.00
● Oppression	EN R	5.00
● Order of Yavogmoth	SC U	1.50
● Outmaneuver	INS U	1.50
● Parasitic Bond	EC U	1.50
○ Panah	EC R	5.00
● Peregrine Drake	SC U	1.50
● Persecute	SOR R	8.00
● Phyrexian Colossus	AC R	5.50
● Phyrexian Processor	ART R	6.00
● Phyrexian Tower	LAN R	5.50
● Pit Trap	ART U	1.50
○ Planar Birth	SOR R	4.00
● Planar Void	EN U	1.00
○ Presence of the Master	EN U	1.00
● Priest of Gix	SC U	2.50
● Purging Scythe	ART R	5.00
● Rain of Fire	INS U	1.50
● Rain of Salt	SOR U	1.00
● Recantation	EN R	4.00
● Reclusive Wight	SC U	1.50
○ Redeem	INS U	1.50
○ Remembrance	EN R	5.00
● Reprocess	SOR R	5.00
● Retaliation	EN U	1.50
● Rumbling Crescendo	EN R	4.00
○ RoP: Artifacts	EN U	1.50
○ RoP: Lands	EN R	3.50
○ Sanctum Guardian	SC U	1.50
● Sandbar Serpent	SC U	1.50
● Sanguine Guard	SC U	1.00
● Scald	EN U	1.50
● Scoria Wurm	SC R	4.00
○ Seasoned Marshal	SC U	1.50
○ Serra Avatar	SC R	18.00
○ Serra's Embrace	EC U	1.50
○ Serra's Hymn	EN U	1.50
○ Serra's Liturgy	EN R	4.50
● Serra's Sanctum	LAN R	5.50
○ Shimmering Barrier	SC U	1.50
● Shiv's Embrace	EC U	1.50
● Shivan Gorge	LAN R	4.00
● Shivan Hellkite	SC R	8.50
● Shivan Raptor	SC U	1.50
● Show and Tell	SOR R	8.00
● Skirge Familiar	SC U	1.50
● Sleeper Agent	SC R	4.00
● Smokestack	ART R	5.00
● Sneak Attack	EN R	12.00
● Somnophore	SC R	4.50
○ Songstitcher	SC U	1.50
○ Soul Sculptor	SC R	4.00
● Spined Fluke	SC U	1.00
● Sporogenesis	EN R	4.00
● Spreading Algae	EL U	1.50
● Steam Blast	SOR U	1.50
● Stern Proctor	SC U	1.00
● Stroke of Genius	INS R	14.00
● Sulfuric Vapors	EN R	3.50
● Sunder	INS R	5.00
● Tainted Ether	EN R	5.50
● Telepathy	EN U	1.00
● Temporal Aperture	ART R	4.50
● Thran Quarry	LAN R	14.00
● Thran Turbine	SC U	1.50
● Thundering Giant	SC U	1.50
● Time Spiral	SOR R	5.00
● Titania's Boon	SC U	1.50
● Titania's Chosen	SC U	1.50
● Tolarian Academy	LAN R	6.00
● Torch Song	EN U	1.50

● Treefolk Seedlings	SC U	1.50
● Turnabout	INS U	1.50
● Umbilicus	ART R	4.00
● Urza's Armor	ART U	1.50
● Vampiric Embrace	EC U	1.50
● Vehuild	SC R	3.50
● Veiled Apparition	EN U	1.50
● Veiled Crocodile	EN R	4.00
● Veiled Sentry	EN U	1.50
● Veiled Serpent	EN U	1.50
● Vernal Bloom	EN R	4.00
● Viashino Sandswimmer	SC R	3.50
● Victimize	SOR U	1.50
● Vile Requiem	EN U	1.50
○ Voice of Grace	SC U	1.00
○ Voice of Law	SC U	1.00
● Voltaic Key	ART U	1.00
● Vug Lizard	SC U	1.50
● Wall of Junk	AC U	1.50
● War Dance	EN U	1.50
○ Waylay	INS U	1.00
● Western Paladin	SC R	5.00
● Whetstone	ART R	4.50
● Whirlwind	SOR R	4.00
● Wildfire	SOR R	5.00
● Wirecact	AC U	1.50
● Witch Engine	SC R	3.50
● Worn Powerstone	ART U	1.00
○ Worship	EN R	7.00
● Yavogmoth's Edict	EN U	1.50
● Yavogmoth's Will	SOR R	5.00
● Zephid	SC R	4.50
● Zephid Embrace	EC U	1.50



**DOUBLE TAKES**

**POWER OF THE FORCE**

When our *Star Wars* price guide first appeared in issue #11, Vader and the other main characters were available for only \$10. That didn't last long. By issue #12 Vader was worth as much as \$40, and he now sits comfortably with a \$50 price tag.

● Citinul Flute	ART R	4.50
● Citinul Hierophants	SC R	4.50
● Claws of Gix	ART U	1.50
○ Clear	INS U	1.50
● Confiscate	EP U	1.50
● Contamination	EN R	5.00
● Copper Gnomes	AC R	4.50
● Cradle Guard	SC U	1.50
● Crater Hellion	SC R	6.50
● Crazy Skirge	SC U	1.50
● Crosswinds	EN U	1.50
● Crystal Chimes	ART U	1.50
● Dark Hatchling	SC R	4.50
● Darkest Hour	EN R	4.00
○ Defensive Formation	EN U	1.50
● Destructive Urge	EC U	1.50
● Diabolic Servitude	EN U	1.50
● Discordant Dirge	EN R	4.50
● Disorder	SOR U	1.50
● Douse	EN U	1.50
● Dragon Blood	ART U	1.50
● Drifting Djinn	SC R	6.00
● Eastern Paladin	SC R	4.50
● Electryte	SC R	3.00
○ Elite Archers	SC R	4.50

● Great Whale	SC R	7.00
● Greater Good	EN R	5.00
● Greener Pastures	EN R	3.00
● Guma	SC U	1.50
● Hawkweaver Moth	SC U	1.50
○ Herald of Serra	SC R	5.50
● Hibernation	INS U	1.50
● Hidden Ancients	EN U	1.50
● Hidden Guerrillas	EN U	1.50
● Hidden Herd	EN R	4.25
● Hidden Predators	EN R	3.00
● Hidden Stag	EN R	3.50
● Hopping Automaton	AC U	1.50
○ Humble	INS U	1.50
● Ill-Gotten Gains	SOR R	5.00
● Imaginary Pet	SC R	4.50
○ Intrepid Hero	SC R	4.00
● Jagged Lightning	SOR U	1.00
● Kam, Silver Golem	AC R	5.00
● Lifeline	ART R	12.00

**URZA'S SAGA**

**WIZARDS OF THE COAST-1998**

Full Set (335 cards) 265.00

Booster Pack (15 cards) 3.00

Booster Box (36 packs) 82.00

Starter Deck (75 cards) 9.50

Starter Box (12 decks) 90.00

Commons 15

○ Absolute Grace	EN U	1.50
○ Absolute Law	EN U	1.50
● Abundance	EN R	6.00
● Abyssal Horror	SC R	4.50
● Academy Researchers	SC U	1.50
● Acidic Soil	SOR U	1.50
● Albino Troll	SC U	1.00
● Anaconda	SC U	1.50
○ Angelic Chorus	EN R	4.50
● Antagonism	EN R	4.50
● Arcane Laboratory	EN U	3.00
● Argothian Elder	SC U	1.50
● Argothian Enchantress	SC R	6.00
● Argothian Wurm	SC R	7.00
● Attunement	EN R	4.00
● Back to Basics	EN R	4.50
● Barrin, Master Wizard	SC R	5.00
● Barrin's Codex	ART R	4.50
● Bedlam	SC R	3.00
● Bereavement	EN U	1.50
● Blanchwood Armor	EC U	1.50
● Blasted Landscape	LAN U	1.50

**URZA'S LEGACY**

**WIZARDS OF THE COAST-1999**

Full Set (143 cards) 98.00

Preconstructed Starter Deck (75 cards) 9.00

Starter Box (12 decks) 90.00

Booster Pack (15 cards) 3.00

Booster Box (36 packs) 85.00

Commons 15

● Angel's Trumpet	ART U	1.00
● Anthropolasm	SC R	4.00
● Archivist	SC R	6.00
● Avalanche Riders	SC U	1.50
● Beast of Burden	AC R	5.00
○ Blessed Reversal	INS R	3.00
● Bloated Toad	SC U	1.00
● Bone Shredder	SC U	1.00
● Brink of Madness	EN R	3.00
● Crawspace	ART R	5.00
● Damping Engine	ART R	3.00
● Darkwatch Elves	SC U	1.00
● Defense Grid	ART R	7.00
● Defense of the Heart	EN R	4.00
● Delusions of Mediocrity	EN R	4.00
● Deranged Hermit	SC R	4.00
● Engineered Plague	EN U	1.00
● Eviscerator	SC R	4.00
● Faerie Conclave	LAN U	1.00
● Fleeting Image	SC R	3.50
● Forbidding Watchtower	LAN U	1.00
● Gang of Elk	SC U	1.00
● Ghira Fire-Eater	SC U	1.00
● Ghitu Encampment	LAN U	1.00
● Ghitu War Cry	EN U	1.00
● Goblin Welder	SC R	4.00
● Grim Monolith	ART R	4.00
● Harmonic Convergence	INS U	1.00
● Hidden Gibbons	EN R	4.00
○ Hope and Glory	INS U	1.00
● Impending Disaster	EN R	5.00
● Iron Maiden	ART R	3.00
● Jhoira's Toolbox	AC U	1.00
● Karnic Guide	SC R	4.50
● King Crab	SC U	1.00
○ Knighthood	EN U	1.00
● Last-Ditch Effort	INS U	1.00
● Levitation	EN U	1.00
● Lone Wolf	SC U	1.00
● Lurking Skirge	EN R	3.00
○ Martyr's Cause	EN U	1.00
● Memory Jar	ART R	4.50
● Might of Oaks	INS R	5.50
● Motten Hydra	SC R	3.00
○ Mother of Runes	SC U	1.00
● Multani, Maro-Sorcerer	SC R	8.00

**MAGIC DATA**

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact EA Enchant Artifact EN Enchantment INT Interrupt SC Summon Creature

AC Artifact Creature EC Enchant Creature EW Enchant World LL Legendary Land SL Summon Legend

CR Current Rarity EL Enchant Land INS Instant MS Mana Source SOR Sorcery

**PRICE DATA** WENT UP WENT DOWN HEAVY TRADING NEW SET



● Mutani's Presence	EN	U	1.25
● No Mercy	EN	R	6.00
○ Opal Avenger	EN	R	3.50
● Opportunity	INS	U	1.00
● Palinchron	SC	R	8.00
○ Peace and Quiet	INS	U	1.00
● Phryxian Defiler	SC	U	1.00
● Phryxian Plaguelord	SC	R	5.00
● Phryxian Reclamation	EN	U	1.00
○ Planar Collapse	EN	R	6.00
○ Purify	SDR	R	4.00
● Pyromancy	EN	R	4.50
● Quicksilver Amulet	ART	R	5.00
● Rack and Ruin	INS	U	1.00
○ Radiant, Archangel	SL	R	8.00
○ Radiant's Dragons	SC	U	1.25
● Rank and File	SC	U	1.00
● Raven Familiar	SC	U	1.00
● Rebuild	INS	U	1.00
● Ring of Gix	ART	R	10.00
● Rivalry	EN	R	4.00
● Scrapheap	ART	R	4.00
● Second Chance	EN	R	7.00
● Shivan Phoenix	SC	R	5.00
● Spawning Pool	LAN	U	1.00
● Subversion	EN	R	3.50
○ Sustainer of the Realm	SC	U	1.00
● Tethered Skirge	SC	U	1.00
● Thran Lens	ART	R	4.50
● Thran War Machine	AC	U	1.50
● Thran Weaponry	ART	R	3.00
● Ticking Gnomes	AC	U	1.00
● Tinker	SDR	U	1.00
● Treacherous Link	EC	U	1.00
● Treetop Village	LAN	U	1.00
● Urza's Blueprints	ART	R	4.00
● Vashino Cutthroat	SC	U	1.25
● Vashino Heretic	SC	U	1.00
● Walking Sponge	SC	U	1.00
● Weatherseed Treefolk	SC	R	5.00
● Wheel of Torture	ART	R	4.00
● Wing Snare	SDR	U	1.00

## URZA'S LEGACY (FOIL SET)

WIZARDS OF THE COAST-1999

Full Set (143 cards) .....2,250.00

● About Face	INS	C	6.00
● Angel's Trumpet	ART	U	12.00
● Angelic Curator	SC	C	4.00
● Anthropism	SC	R	32.00
● Archivist	SC	R	37.00
● Aura Flux	EN	C	5.00
● Avalanche Riders	SC	U	16.00
● Beast of Burden	AC	R	28.00
● Blessed Reversal	INS	R	25.00
● Blotted Toad	SC	U	12.00
● Bone Shredder	SC	U	15.00
● Bouncing Beebles	SC	C	5.00
● Brink of Madness	EN	R	35.00
● Burst of Energy	INS	C	5.00
○ Cessation	EC	C	6.00
● Cloud of Faeries	SC	C	6.00
● Crawlspace	ART	R	30.00
● Crop Rotation	INS	C	6.00
● Dampening Engine	ART	R	28.00
● Darkwatch Elves	SC	U	12.00
● Defender of Chaos	SC	C	6.00
○ Defender of Law	SC	C	6.00
● Defense Grid	ART	R	45.00
● Defense of the Heart	EN	R	43.00
● Delusions of Mediocrity	EN	R	35.00
● Deranged Hermit	SC	R	25.00
○ Devout Harpist	SC	C	5.00
● Engineered Plague	EN	U	12.00
○ Erase	INS	C	6.00
● Eviscerator	SC	R	25.00
○ Expendable Troops	SC	C	5.00
● Faerie Conclave	LAN	U	15.00
● Fleeting Image	SC	R	35.00
● Fog of Gnats	SC	C	5.00
● Forbidding Watchtower	LAN	U	10.00
● Franc Search	INS	C	5.00
● Gang of Elk	SC	U	10.00
● Ghira Fire-Eater	SC	U	15.00
● Ghitu Encampment	LAN	U	12.00
● Ghitu Slinger	SC	C	6.00
● Ghitu War Cry	EN	U	10.00
● Giant Cockroach	SC	C	5.00

● Goblin Medics	SC	C	6.00
● Goblin Welder	SC	R	24.00
● Granite Grip	EC	C	5.00
● Gnm Monolith	ART	R	36.00
● Harmonic Convergence	INS	U	10.00
● Hidden Gibbons	EN	R	38.00
○ Hope and Glory	INS	U	10.00
● Impending Disaster	EN	R	40.00
● Intervene	INT	C	4.50
● Iron Maiden	ART	R	29.00
● Iron Will	INS	C	5.00
● Jhoira's Toolbox	AC	U	10.00
● Karmic Guide	SC	R	36.00
● King Crab	SC	U	11.00
○ Knighthood	EN	U	12.00
● Last-Ditch Effort	INS	U	12.00
● Lava Axe	SDR	C	6.00
● Levitation	EN	U	12.00
● Lone Wolf	SC	U	12.00
● Lurking Skirge	EN	R	22.00
○ Martyr's Cause	EN	U	12.00
● Memory Jar	ART	R	44.00
● Might of Oaks	INS	R	36.00
● Miscalculation	INT	C	6.00
● Molten Hydra	SC	R	29.00
○ Mother of Runes	SC	U	15.00
● Mutani, Maro-Sorcerer	SL	R	44.00
● Mutani's Acolyte	SC	C	5.00
● Mutani's Presence	EN	U	12.00
● No Mercy	EN	R	48.00
○ Opal Avenger	EN	R	22.00
○ Opal Champion	EN	C	5.00
● Opportunity	INS	U	14.00
● Ostracize	SDR	C	6.00
● Palinchron	SC	R	44.00
● Parch	INS	C	8.00
○ Peace and Quiet	INS	U	12.00
● Phryxian Broodlings	SC	C	5.00
● Phryxian Debaser	SC	C	5.00
● Phryxian Defiler	SC	U	12.00
● Phryxian Denouncer	SC	C	5.00
● Phryxian Plaguelord	SC	R	35.00
● Phryxian Reclamation	EN	U	14.00
● Plague Beetle	SC	C	5.00
○ Planar Collapse	EN	R	30.00
○ Purify	SDR	R	28.00
● Pygmy Pyrosaur	SC	C	5.00
● Pyromancy	EN	R	39.00
● Quicksilver Amulet	ART	R	42.00
● Rack and Ruin	INS	U	12.00
○ Radiant, Archangel	SL	R	48.00
○ Radiant's Dragons	SC	U	12.00
○ Radiant's Judgment	INS	C	5.00
● Ramcor	EC	C	6.00
● Rank and File	SC	U	12.00
● Raven Familiar	SC	U	1.00
● Rebuild	INS	U	12.00
● Repopulate	INS	C	6.00
● Ring of Gix	ART	R	78.00
● Rivalry	EN	R	30.00
● Scrapheap	ART	R	30.00
● Second Chance	EN	R	40.00
● Shivan Phoenix	SC	R	32.00
● Sick and Tired	INS	C	5.00
● Silk Net	INS	C	5.00
● Simian Grunts	SC	C	8.00
● Sleeper's Guile	EC	C	5.00
● Slow Motion	EC	C	4.50
● Sluggishness	EC	C	5.00
● Snap	INS	C	5.00
● Spawning Pool	LAN	U	15.00
● Subversion	EN	R	35.00
○ Sustainer of the Realm	SC	U	12.00
● Swat	INS	C	6.00
● Tethered Skirge	SC	U	11.00
● Thornwind Faeries	SC	C	6.00
● Thran Lens	ART	R	39.00
● Thran War Machine	AC	U	12.00
● Thran Weaponry	ART	R	24.00
● Ticking Gnomes	AC	U	12.00
● Tinker	SDR	U	12.00
○ Tragic Poet	SC	C	5.00
● Treacherous Link	EC	U	12.00
● Treefolk Mystic	SC	C	5.00
● Treetop Village	LAN	U	15.00
● Unearth	SDR	C	6.00
● Urza's Blueprints	ART	R	38.00
● Vashino Bey	SC	C	5.00
● Vashino Cutthroat	SC	U	14.00
● Vashino Heretic	SC	U	14.00
● Vashino Sandscout	SC	C	6.00

● Vigilant Drake	SC	C	5.00
● Walking Sponge	SC	U	11.00
● Weatherseed Elf	SC	C	5.00
● Weatherseed Faeries	SC	C	5.00
● Weatherseed Treefolk	SC	R	40.00
● Wheel of Torture	ART	R	30.00
● Wing Snare	SDR	U	12.00

● Bester	CHA	R	8.00
● Bio-Weapon Discovery	CON	R	4.00
● Blessings	AFT	Pr	5.00
● Blockade	CON	R	3.00
● Bombing Run	EVE	Pr	3.00
● Captain Pierce	CHA	Pr	15.00

● Jason Ironheart	CHA	R	7.00
● Jha Dur	CHA	R	5.00
● John Sheridan	CHA	R	12.50
● Kosh Maranek	CHA	R	7.00
● Lack of Direction	AFT	Pr	15.00
● Left Vulnerable	AFT	R	3.00
● Luis Santiago	CHA	R	6.50
● Maintain The Peace	AGE	R	3.00
● Marcus Cole	CHA	R	8.00
● Markah Fleet	FLE	R	4.00
● Martyr	AFT	R	4.00
● Minister Malachi	CHA	R	5.00
● Monitored Deal	EVE	Pr	5.00
● Morden	CHA	R	6.50
● Motivated Leaders	GRO	R	4.00
● Negotiated Surrender	AFT	R	3.00
● No Escape	AFT	R	3.00
● Not Meant To Be	EVE	R	4.00
● Observers	GRO	R	4.00
● Order Above All	AGE	R	4.00
● Parliament Of Dreams	CON	R	3.00
● Paying For Sins	AFT	R	3.00
● Power Posturing	ENH	R	3.00
● Prolonged Talks	EVE	R	3.00
● Protests	AFT	R	3.00
● Public Apology	AFT	R	3.00
● Racial Hatred	AFT	R	3.00
● Rally The People	CON	R	3.50
● Ramming	EVE	R	3.50
● Rangers Surveillance	GRO	R	4.00
● Rathenn	CHA	R	5.50
● Recalled To Service	EVE	R	4.00
● Reverse Advances	AFT	R	3.00
● Rogue Soul Hunter	CHA	R	4.50
● Salvage Yard	ENH	R	4.00
● Secondary Control	ENH	R	3.00
● Secret Strike	EVE	R	4.00
● Seizing The Advantage	AGE	R	3.50
● Shakat	CHA	R	5.00
● Skeletons In The Closet	AFT	R	3.00
● Sleeping Zha'dum	LOC	R	7.50
● Spin Doctors	GRO	R	4.00
● Stealth Technology	ENH	R	4.00
● The Eye	ENH	R	3.50
● Thenta Makur	GRO	R	5.00
● Third Battle Fleet	FLE	R	6.00
● Third Battle Fleet (Centaur)	FLE	R	5.00



## DOUBLE TAKES

### UN-BALANCED

Can you imagine a time when Balance wasn't restricted? That time existed in the earliest days of *InQuest*. In fact, at that time, Channel, Mind Twist and Chaos Orb were all touristy-legal. It was a madhouse! A maaaaaahouse!

● Yavimaya Granger	SC	C	5.00
● Yavimaya Scion	SC	C	5.00
● Yavimaya Wurm	SC	C	5.00

### PROMO CARDS

● Arena	5.50
● Giant Badger	5.50
● Mana Crypt	18.00
● Nalathni Dragon	5.00
● Searers of Estark	5.00
● Windseeker Centaur	5.00



### BABYLON 5 PRECEDENCE PUBLISHING-1997

Full Set (446 cards)	\$225.00
Starter Deck	9.00
Starter Box (12 decks)	82.00
Booster Pack	2.00
Booster Box (24 packs)	38.00
Commons	25
Uncommons	1.00

● As It Was Meant To Be	AGE	R	3.00
● Babylon 5 Unrest	ENH	R	3.00

● Carpe Diem	EVE	R	4.50
● Casualty Reports	AFT	R	3.00
● Competing Interests	EVE	R	3.00
● Conflicting Desires	EVE	R	3.00
● Conflicting Loyalties	EVE	R	3.00
● Consolidated Position	CON	R	3.00
● Contact First Ones	AFT	Pr	6.00
● Counterintelligence	GRO	R	4.00
● Covert Allies	ENH	R	3.50
● Crusade	CON	R	3.00
● Cultural Connections	AFT	Pr	3.00
● Damage Control Team	GRO	R	4.00
● Deleann Transformed	CHA	R	6.00
● Demonstrative Victory	CON	R	3.00
● Despair	AFT	R	3.00
● Destined to Be	EVE	Pr	16.00
● Destroy the Opposition	AGE	Pr	8.00
● Diplomatic Advantage	AFT	R	3.00
● Disaffected (all affiliations-each)			

● Disgrace	AFT	R	3.00
● Doctor Franklin	CHA	Pr	10.00
● Elic	CHA	R	5.00
● Emperor Turhan	CHA	R	5.00
● Fleet Of The Line	FLE	R	5.00
● Forced Commitment	ENH	R	3.00
● Forced Evolution	AGE	R	4.00
● Forced Impairment	CON	R	4.00
● Forces Collide	EVE	R	3.00
● Free The Souls	CON	R	3.50
● Glory	AFT	R	3.00
● Government Opposition	GRO	R	3.00
● Great Machine, The	CON	R	4.00
● Grey Council Fleet	FLE	R	5.50
● G'Sten	CHA	R	5.00
● Harvest Souls	AFT	R	3.00
● Heavy Fleet	FLE	R	5.00
● Immortality Serum	DIP	R	4.00
● Imperial Telepaths	GRO	R	4.00
● Inevitable Destiny	AFT	R	3.00
● It Will Be His Undoing	AFT	R	3.00

## THE SHADOWS EXPANSION

PRECEDENCE PUBLISHING-1998

Full Set (203 cards)	135.00
Booster Box (24 packs)	36.00
Booster Pack (12 cards)	2.75
Commons	15
Uncommons	1.00

● A Final Statement	EVE	R	2.00
● Additional Force	EVE	R	3.00
● Ambassador Kosh	CHA	R	8.00
● Annex Neutral World	CON	R	2.00
● Assassination Device	ENH	R	2.00
● Attack Babylon 5	CON	R	3.00
● Broken Allegiance	EVE	Pr	8.00
● Bureaucratic Controls	ENH	Pr	6.00
● Calene	CHA	R	7.00
● Calling the Shots	ENH	R	3.00
● Centauri Beta 1	LDC	R	4.00
● Change of Direction	EVE	R	3.25
● Consumed by Shadows	AFT	R	5.00
● Coup de Grace	CON	R	5.00
● Covering Weaknesses	EVE	R	3.00
● Credit Chip	ENH	Pr	6.00
● Damaged From Within	ENH	R	5.00
● Dedicated Follower	EVE	R	3.00
● Defense Treaty	CON	Pr	8.00
● Disciple of Light	AGE	R	4.00
● Eliminate Threats	EVE	R	3.00
● Emperor Cartagia	CHA	R	6.00

## BABYLON 5 DATA C=COMMON U=UNCOMMON R=RARE



# INQUEST gamer Price Guide

● Enti'zha .....CHA R 8.50	● Obstacles to Victory .....ENH R 3.00
● Evidence of Shadows .....EVE Pr 5.00	● Over the Brink .....EVE R 2.00
● Factional Inertia .....ENH R 3.00	● Past Victories .....ENH Pr 12.00
● Fast Learner .....ENH R 2.50	● Peaceful Solutions .....ENH R 3.00
● Followers of G'Quan .....GRO R 4.00	● Permanent Wound .....AFT R 2.50
● Forging Alliances .....AGE R 3.00	● Political Pull .....AFT R 2.75
● Freedom of Choice .....AFT R 2.50	● Preeminence .....ENH R 3.00
● Gather Rebels .....AGE R 3.50	● Presidential Coup .....ENH R 3.50
● Government Aid .....ENH R 3.00	● Prove Your Worth .....ENH R 2.00
● Growing Skepticism .....ENH R 2.75	● Psionic Pacification .....CON R 2.50
● Healing Artifact .....ENH R 4.50	● Puppeteer .....EVE R 3.00
● Heavy Resistance .....ENH R 4.50	● Raising the Stakes .....EVE R 2.50
● Held Back .....ENH R 3.00	● Ranger Operations .....GRO R 4.00
● Heralds of the Grey .....GRO R 3.50	● Recalled .....ENH R 3.00
● Hidden Corruption .....EVE R 4.00	● Recover and Ragroup .....EVE R 2.50
● Hollow Victory .....EVE R 3.50	● Refusal to Yield .....AFT R 3.00
● In Chaos, Uncertainty .....EVE R 2.50	● Reluctant Allies .....ENH R 3.00
● In the Spotlight .....AFT R 3.00	● Sebastian .....CHA R 6.50
● Inconclusive Strike .....EVE Pr 5.00	● Senator Young .....CHA R 5.50



## DOUBLE TAKES

### FUTURE IMPERFECT

There was quite a buzz about the ultra-rare Future Enterprise when it first came out, but if you thought this collector's item was a sound investment, you thought wrong. Once worth as much as \$125, the Future Enterprise has dropped to as low as \$60.

● Information Overload .....ENH R 3.00	● Shadow Medallion .....ENH R 3.50
● Knowledge, then Action .....ENH R 4.00	● Shadow Retribution .....AFT R 3.00
● Lashing Out .....EVE R 3.00	● Sigma 957 .....LOC R 4.00
● Learn Their Weakness .....CON R 3.00	● Special Intelligence .....GRO R 5.00
● Looking Ahead .....CON R 3.00	● Spread Unrest .....EVE R 2.50
● Lord Mollari .....CHA R 7.00	● Stagnation .....ENH R 2.50
● Lost in Shadows .....EVE R 3.50	● Status Quo .....EVE R 3.00
● Managed Growth .....AGE R 4.00	● Stim Addiction .....AFT R 3.00
● Manifest Destiny .....AGE R 3.50	● Stolen Spoils .....AFT R 2.50
● Mindwipe .....CON R 3.50	● Stripped Bare .....EVE R 2.50
● Monks .....GRO R 4.00	● Sworn to Shadows .....ENH R 3.00
● Mr. Morden .....CHA R 8.00	● Taking Credit .....CON R 3.00
● Mysterious Protections .....EVE R 3.00	● Tarallenn II .....LOC R 3.50
● New Opportunities .....ENH R 3.00	● Telekanisis .....ENH R 3.50
● New Priorities .....EVE R 3.00	● The Lure of Shadow .....AGE R 3.50
● Not Alone .....EVE R 2.00	● The Vorlons Respond .....AFT R 3.00

● The White Star .....FLE R 6.00	● Fate Awaits .....ENH U .75
● The Young Races Rise .....ENH R 3.00	● Fate Calls .....CON R 2.50
● To Stand Alone .....ENH R 3.50	● Feast of Strife .....AGE U .75
● To the Victor .....AFT R 2.50	● Feint .....EVE R 2.00
● Uncertain Futures .....EVE R 3.00	● Fighter Base .....ENH U .75
● Undermine Trust .....CON R 3.00	● First One Intervention .....AFT R 2.00
● Unheralded Losses .....EVE R 3.00	● First One Involvement .....EVE R 2.00
● Unrelenting Pressure .....ENH Pr 5.00	● First One Protection .....CMT R 2.50
● Unsung Hero .....ENH R 3.50	● First Squadron .....ENH U .75
● Va'Kal .....CHA R 4.00	● First United Fleet .....FLE R 3.00
● Veteran Fleet .....ENH Pr 10.00	● Force Majeure .....AGE R 2.50
● Vorlon Space .....LOC R 4.00	● Fray at the Edges .....EVE R 2.00
● Walkabout .....AFT R 2.50	● Full Mobilization .....AGE R 2.00
● When Duty Calls .....AFT R 3.50	● Further Gains .....CMT R 3.00
● William Morgan Clark .....CHA R 4.50	● Futility .....AFT R 1.50
● Zha'dum Awakened .....LOC R 5.50	● Gaim Merchant .....CHA Pr 6.00
● Za'thras .....CHA R 4.50	● Gear Up for War .....ENH R 3.50

## THE GREAT WAR EXPANSION

### PRECEDENCE PUBLISHING-1999

Full Set (417 cards) .....	40.00
Starter Box (12 decks) .....	4.00
Booster Box (20 packs) .....	2.50
Booster Pack (10 cards) .....	15
Commons .....	15
Fixed cards .....	15

● A Show of Guile .....AFT R 1.50	● Abandoned .....AFT R .75
● Acolyte .....CHA U .75	● Advance Fleet .....FLE U .75
● Against the First Ones .....AGE U .75	● Agamemnon .....ENH R 3.00
● Aggressive Action .....CON R 3.50	● Altruism .....AGE U .75
● Ancient Enemies .....ENH U .75	● Anis/Shok .....GRO R 4.00
● Anna Sheridan .....CHA R 6.00	● Asimov Laws .....CON Pr 5.00
● At a Standstill .....AFT U .75	● Attack Formation .....EVE P 6.00
● Attack Outpost .....CON U .75	● Babylon 5 Fighters .....FLE U .75
● Babylon 5 War Council .....ENH U .75	● Backdash .....AFT U .75
● Beyond the Rim .....CON R 2.50	● Biased Reporting .....ENH U .75
● Blind the Watchers .....CON U .75	● Brakir .....LOC U .75
● Buy Favor .....CON U .75	● Buy New Resources .....EVE R 3.00
● Call Their Bluff .....CON U .75	● Carrier Group .....FLE U .75
● Chain of Command .....AFT U .75	● Changeling Net .....ENH R 2.00
● Chosen of God .....AGE R 3.50	● Civil Servants .....GRO U .75
● Coincidence .....EVE R 2.00	● Combined Fleet .....FLE R 5.00
● Command Ship .....FLE R 4.00	● Confrontation .....CMT R 2.50
● Conscription .....EVE R 3.00	● Consultants .....GRO R 4.00
● Dagool .....CHA R 3.00	● Day of the Dead .....EVE R 2.50
● Death of Kosh .....CON R 4.00	● Deep Scan .....CON U .75
● Defeated .....AFT R 2.00	● Defector Revealed .....EVE Pr 6.00
● Defend the Races .....AGE R 2.00	● Diplomatic Channels .....ENH U .75
● Diplomatic Intrusion .....CON U .75	● Diplomatic Intrusion .....CON U .75
● Diplomatic Payoff .....CMT R 2.00	● Disarray .....AFT Pr 6.00
● Dissent .....ENH U .75	● Doctor Lillian Hobbs .....CHA U .75
● Drax Strike Fleet .....FLE U .75	● Dust .....EVE U .75
● Efficiency .....ENH U .75	● Egyptian God of Frustration .....ENH U .75
● Emfeeli .....ENH R 2.50	● Empire Builder .....AGE U .75
● Exhaustion .....EVE Pr 6.00	● Eyes on the Border .....EVE U .75
● Failed Goals .....AFT U .75	● Fast Transport .....ENH U .75

● G'Kar Enlightened .....CHA R 3.50	● G'Neb .....CHA U .75
● Guarded Resource .....CMT R 2.00	● Gyor .....CHA U .75
● Hacker .....ENH U .75	● Hand of Valen .....AGE U .75
● Harker .....CHA U .75	● Heavy Losses .....AFT U .75
● Hidden Pressures .....EVE R 2.00	● Hidden Treasury .....CMT R 3.00
● Hyach Matricarch .....CHA R 3.00	● Independent Support .....ENH U .75
● Intelligence Gathering .....CMT U .75	● Intervention Force .....FLE R 3.00
● Julie Musante .....CHA U .75	● Justin .....CHA R 5.00
● Let Them Fight .....CON R 2.50	● Lhim/Dram .....CHA R .75
● Light Shines .....EVE U .75	● Lorien .....CHA R 4.00
● Lost Opportunities .....CMT R .75	● Lou Welch .....CHA U .75
● Luth/Syfh .....CHA R 3.00	● Lyta Empowered .....CHA R 4.00
● Maintain Control .....CON R 3.50	● Master of All .....AGE R 2.00
● Media Mogul .....AGE U .75	● Melat .....LOC U .75
● Merciless .....ENH R 2.50	● Minister Durano .....CHA R 4.00
● Minister Verano .....CHA U .75	● Momentum .....ENH R 2.50
● Nhuk/Vrek .....CHA R 3.00	● No Compromises .....ENH U .75
● No Mercy .....AFT U .75	● Officer Exchange .....CON U .75
● On All Fronts .....CON R 2.50	● Opportunity For Chaos .....EVE R 3.00
● Order Maintained .....CON R 2.50	● Patrol Fleet .....FLE U .75
● Peace Dividend .....CMT U .75	● Perpetual Conflict .....CON R 2.50
● Plague .....CON R 2.50	● Planet Defense Fleet .....FLE U .75
● Planet-wide Unrest .....CON U .75	● Plans Revealed .....CON U .75
● Playing Both Sides .....AGE R 2.50	● Popular Tariffs .....ENH U .75
● Power Brokers .....GRO R 4.00	● Power Play .....EVE R 2.00
● Premonition .....ENH R 2.50	● Pride of the Kha'ri .....ENH R 2.50
● Prime Minister Molari .....CHA R 6.00	● Propaganda .....ENH U .75
● Public Resentment .....AFT R 1.50	● Purple Files .....EVE R 3.00
● Pushing Limits .....AFT U .75	● Quality Leadership .....ENH U .75
● Ranger Training .....ENH R 2.50	● Reaping Iniquity .....EVE R .75
● Rebirth Ceremony .....EVE R 2.50	● Reprisal .....AFT U .75
● Research Station .....ENH U .75	● Reservations .....ENH U .75
● Resupply Network .....GRO U .75	● Return to Ideals .....EVE Pr 5.00
● Rumor Mongers .....GRO U .75	● Sanctuary .....AFT R 1.50
● Screened .....CMT U .75	● Second Squadron .....ENH U .75
● Second Unit Fleet .....FLE R 4.50	

● Severed Ties .....CON U .75	● Shadow Base .....ENH U .75
● Shadow Cloud .....CON R 3.50	● Shadow Implants .....ENH R 2.50
● Shadow Scouts .....FLE U .75	● Shadow Strike Fleet .....FLE R 3.50
● Shadow Symbiont .....CON R 2.50	● Shadow Tech Upgrade .....ENH R 5.00
● Shadow War Fleet .....FLE R 5.00	● Shadow's Fall .....EVE U .75
● Sadowwatch .....ENH R 2.50	● Shambah III .....LOC U .75
● Sheridan Reborn .....CHA R 7.50	● Stasis .....ENH U .75
● Strange Bedfellows .....CON R 2.50	● Strike at the Heart .....CON U .75
● Subtle Influences .....CON U .75	● Techno-mage .....CHA R 2.50
● Telegraph Block .....ENH U .75	● Tenuous Control .....EVE U .75
● Terra Firma .....AGE R 2.00	● The Just Suffer .....EVE Pr 6.00
● The Kabi .....ENH R 4.00	● The Path of Conquest .....EVE R 2.00
● The Price of Fame .....AFT U .75	● The Upper Hand .....CON R 2.50
● Third Squadron .....ENH U .75	● Third United Fleet .....FLE R 4.00
● This Was a Mistake .....EVE R 2.00	● To Make a Stand .....AGE R 2.00
● Truce .....EVE U .75	● Tuslak Viflokh .....CHA U .75
● Ulkesh Kosh .....CHA R 3.50	● Underground Telegraph .....CHA U .75
● Unexpected Activity .....EVE R 2.00	● Unexpected Return .....EVE U .75
● Unfounded Rumors .....CMT R 2.00	● University Complex .....ENH U .75
● Valerius .....ENH R 3.00	● Vengeance Fleet .....FLE R 3.00
● Vicious Rumors .....AFT U .75	● Voice of the Resistance .....GRO R 4.00
● Vorlon Allies .....CON U .75	● Vorlon Dreams .....CON U .75
● Vorlon Order .....ENH R 2.50	● Vorlon Planet Killer .....CON R 3.50
● Vorlon Strike Fleet .....FLE R 4.00	● Vorlon Universe .....AGE R 2.00
● Vorlon War Fleet .....FLE R 4.00	● War Fever .....ENH U .75
● War Footing .....AGE U .75	● War Protesters .....CON U .75
● Wargames .....CON R 2.50	● We Are Not Impressed .....ENH U .75
● Well Publicized .....AFT R 1.50	● What Were You Thinking? .....AFT U .75
● White Star Fleet .....FLE R 4.50	● With A Sacrifice .....AFT U .75
● Wrong Place and Time .....AFT U .75	● Zathras .....CHA R 2.00
● Zath'as .....CHA U .75	● Zathra's .....CHA P 3.50



## POKÉMON WIZARDS OF THE COAST-1999

Full Set (102 cards) .....	300.00
Preconstructed Starter Deck (60 cards) .....	25.00
1st Edition Booster Box (36 packs) .....	350.00
1st Edition Booster Pack (11 cards) .....	11.00
2nd Edition Booster Pack (11 cards) .....	11.00
Starter Set (2 decks) .....	15.00
Theme Deck-Blackout .....AFT R	20.00
Theme Deck-Brushfire .....AFT R	20.00
Theme Deck-Overgrowth .....AFT R	20.00
Theme Deck-Zap .....AFT R	30.00

Prices are for 1st Edition cards. 2nd Edition card prices are 75% of 1st Edition equivalents.

## POKÉMON DATA

● WATER ● LIGHTNING ● GRASS ● FIRE ● FIGHTING ● PSYCHIC ● COLORLESS

ENG Energy POK Pokémon TRA Trainer

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET



● Abra	POK C	.50
● Alekzandr (holographic)	POK R	14.00
● Arcanine	POK U	1.50
● Beedrill	POK R	7.00
○ Bill	TRA C	.50
● Blastissa (holographic)	POK R	18.00
● Bulbasaur	POK C	.50
● Caterpie	POK C	.50
○ Chansey (holographic)	POK R	12.00
● Charizard (holographic)	POK R	30.00
● Charmander	POK C	.50
● Charameleon	POK U	3.00
○ Clefairy (holographic)	POK R	12.00
○ Clefairy Doll	TRA R	5.00
○ Computer Search	TRA R	4.00
○ Defender	TRA U	1.50
○ Devolution Spray	TRA R	2.00
○ Dewgong	POK U	1.50
● Diglett	POK C	.50
○ Doduo	POK C	.50
○ Double Colorless Energy	ENG U	1.50
○ Dragonair	POK R	4.50
○ Dratini	POK U	1.50
○ Drowzee	POK C	.50
● Dugtrio	POK R	4.00
● Electrabuzz	POK R	6.00
● Electrode	POK R	3.00
○ Energy Removal	TRA C	.50
○ Energy Retrieval	TRA U	1.50
○ Farfetch'd	POK U	1.50
○ Fighting Energy	ENG C	.50
○ Fire Energy	ENG C	.50
○ Full Heal	TRA U	1.50
● Gastly	POK C	.50
○ Grass Energy	ENG C	.50
● Growlithe	POK U	1.50
○ Gust of Wind	TRA C	.50
● Gyarados	POK R	12.00
● Haunter	POK U	1.50
● Hitmonlee (holographic)	POK R	12.00
○ Impostor Professor Oak	TRA R	5.00
○ Item Finder	TRA R	4.00
● Ivysaur	POK U	1.50
● Jynx	POK U	1.50
● Kadabra	POK U	1.50
● Kakuna	POK U	1.50
● Koffing	POK C	.50
● Lass	TRA R	4.00
○ Lightning Energy	ENG C	.50
● Machop (holographic)	POK R	18.00
● Machoke	POK U	1.50
● Machop	POK C	1.50
● Magikarp	POK U	1.50
● Magmar	POK U	1.50
● Magnetite	POK C	.50
● Magnetron (holographic)	POK R	3.00
○ Maintenance	TRA U	1.50
● Metapod	POK C	.50
● Mewtwo (holographic)	POK R	13.00
● Nidoking (holographic)	POK R	12.00
● Nidorino	POK U	1.50
● Ninetails (holographic)	POK R	14.00
● Nirodan	POK C	.50
● Onix	POK C	.50
○ Pidgeotto	POK R	7.00
○ Pidgey	POK C	.50
○ Pikachu	POK C	.50
○ PlusPower	TRA U	1.50
○ Pokédex	TRA U	1.50
○ Pokémon Breeder	TRA R	3.00
○ Pokémon Center	TRA U	1.50
○ Pokémon Flute	TRA U	1.50
○ Pokémon Trader	TRA R	3.00
● Poliwhirl	POK C	.50
● Poliwheel	POK U	1.50
● Poliwhirl (holographic)	POK R	12.00
● Ponyta	POK C	.50
○ Porygon	POK U	1.50
○ Potion	TRA C	.50
○ Professor Oak	TRA U	1.50
○ Psychic Energy	ENG C	.50
● Raichu (holographic)	POK R	12.00
○ Ratatone	POK U	1.50
○ Rattata	POK C	.50
○ Revive	TRA U	1.50
● Sandshrew	POK C	.50
○ Scoop Up	TRA R	2.00
● Seel	POK U	1.50

● Squirtle	POK C	.50
● Starmie	POK C	.50
● Staryu	POK C	.50
○ Super Energy Removal	TRA R	6.00
○ Super Potion	TRA U	1.50
○ Switch	TRA C	.50
● Tangela	POK C	.50
● Venusaur (holographic)	POK R	16.00
● Voltorb	POK C	.50
● Vulpix	POK C	.50
● Wartortle	POK U	1.50
○ Water Energy	ENG C	.50
● Weedle	POK C	.50
● Zapdos (holographic)	POK R	18.00



**STAR TREK CUSTOMIZABLE CARD GAME: UNLIMITED DECIPHER-1994**

Full Set (363 cards) ..... 250.00  
 Starter Deck (60 cards) ..... 8.00  
 Starter Box (12 decks) ..... 85.00  
 Booster Pack (15 cards) ..... 3.00  
 Booster Box (36 packs) ..... 88.00  
 Commons ..... 25  
 Unlisted Common Personnel ..... 50  
 Unlisted Uncommons ..... 75  
*Cards are white-bordered.*

● Albert Einstein	PER R	4.50
● Ailder Jarok	PER R	3.50
● Alien Groupie	INT R	3.00
● Alyanna Nechayev	PER R	4.00
● Ancient Computer	DIL R	3.00
● Anti-Time Anomaly	EVE R	4.00
● Arms-Skin of Evil	DIL R	5.00
● Avert Disaster	MIS R	2.00
● B'Etor	PER R	7.00
● Barclay's Protoplasmic Disease	DIL R	4.00
● Betazoid Gift Box	ART R	6.00
● Beverly Crusher	PER R	12.00
● Borg Ship	DIL R	10.00
● Bynars Weapon Enhancement	EVE R	4.00
● Cross	INT R	6.00
● Crystalline Entity	DIL R	5.00
● Cultural Observation	MIS R	3.00
● Cytherians	DIL R	3.00
● Data	PER R	22.00
● Deanna Troi	PER R	11.00
● Devil, The	INT R	4.00
● Devaras	STA R	5.00
● Dr. La Forge	PER R	5.00
● Dr. Leah Brahms	PER R	4.00
● Duras	PER R	5.00
● Evaluate Terraforming	MIS R	2.00
● Explore Black Sphere	MIS R	2.00
● Explore Dyson Cluster	MIS R	2.00
● Explore Typhoon Expanse	MIS R	2.00
● Extraction	MIS R	2.00
● Geordi La Forge	PER R	16.50
● Goddess of Empathy	EVE R	5.00
● Gowron	PER R	8.50
● Haakona	STA R	5.00
● Honor Challenge	INT R	4.00
● Horga'th	ART R	7.00
● Hugh	INT R	5.00
● Hunt for DNA Program	MIS R	2.00
● I.K.C. Bortas	STA R	7.00
● I.K.C. Buruk	STA R	5.00
● I.K.C. Heg'th	STA R	5.00
● I.K.C. Page	STA R	6.00
● I.K.C. Qu'vat	STA R	6.50
● Iconia Investigation	MIS R	2.00
● Interphase Generator	ART R	6.00



**DOUBLE TAKES**

**DOWN THE DRAIN**

In the early days the most valuable premium *Magic* card was *Sewers Of Estark*, priced at \$7.50. Today the *Sewers* are worth even less, valued at only \$5, and the most valuable premium is the \$78 foil Ring Of Gix.

● Investigate "Shattered Space"	MIS R	2.00
● Investigate Sighting	MIS R	2.00
● Investigate Time Continuum	MIS R	2.00
● Jaglon Shrek-Info Broker	INT R	3.00
● Jean-Luc Picard	PER R	22.00
● Kahless	PER R	4.00
● Kargan	PER R	4.00
● K'Ehleyr	PER R	4.00
● Kevin Uxbridge	INT U	1.00
● Khazara	STA R	5.00
● Kintamer Research	MIS R	2.00
● Kivas Fajp-Collector	EVE U	0.50
● Klingon Death Yell	INT R	4.00
● Korian Game	DIL R	3.00
● Kurak	PER R	5.00
● Kurlan Naikos	ART R	5.00
● Kum	PER R	5.00
● Leah Brahms	PER R	4.00
● Lore Returns	EVE R	5.00
● Lore's Fingemail	EVE R	5.00
● Lursa	PER R	5.00
● Lwaxanna Troi	PER R	7.00
● Medical Relief	MIS R	2.00
● Mendak	PER R	3.50
● Morgan Bateson	PER R	3.00
● Nagilum	DIL R	4.00
● Neela Daren	PER R	4.00
● New Contact	MIS R	2.00
● Pegasus Search	MIS R	2.00
● Pi	STA R	4.00
● Q	DIL R	9.00
● Reginald Barclay	PER R	5.00
● Richard Galen	PER R	4.00
● Ro Laren	PER R	5.50
● Roga Danar	PER R	5.50

● Shelby	PER R	4.00
● Sir Isaac Newton	PER R	4.00
● Study "Hole in Space"	MIS R	2.00
● Study Lonka Pulsar	MIS R	2.00
● Study Nebula	MIS R	2.00
● Supremacy	EVE R	5.00
● Survey Mission	MIS R	2.00
● Tam Elbrun	PER R	5.00
● Tasha Yar	PER R	10.00
● Temporal Causality Loop	DIL R	4.00
● Thomas Riker	PER R	11.00
● Thought Maker	ART R	7.00
● Time Travel Pod	ART R	6.00
● Tomalak	PER R	3.50
● Toreth	PER R	5.00
● Tox Uthar	ART R	7.00
● Tsoliovsky Infection	DIL R	3.00
● U.S.S. Brittain	STA R	6.00
● U.S.S. Enterprise	STA R	25.50
● U.S.S. Hood	STA R	6.00
● U.S.S. Phoenix	STA R	6.00
● U.S.S. Yamato	STA R	6.50
● Varon-T Disruption	ART R	6.00
● Vash	PER R	4.00
● Vulcan Stone of Gol	ART R	5.50
● Warp Core Breach	EVE R	4.00
● Wesley Crusher	PER R	11.00
● William T. Riker	PER R	20.00
● Wind Dancer	DIL R	3.00
● Worf	PER R	20.00
● Wormhole Negotiations	MIS R	2.00

**STAR TREK CUSTOMIZABLE CARD GAME: LIMITED DECIPHER-1995**

Full Set (363 cards) ..... 700.00  
 Starter Deck (60 cards) ..... 13.00  
 Starter Box (12 decks) ..... 135.00  
 Booster Pack (15 cards) ..... 6.00

Booster Box (36 packs) ..... 175.00  
 Cards are black-bordered.  
 Single cards are worth 30% to 40% more than unlimited equivalents.

**ALTERNATE UNIVERSE EXPANSION DECIPHER-1995**

Full Set (122 cards, not including "Future Enterprise") ..... 128.00  
 Booster Pack (15 cards) ..... 3.00  
 Booster Box (36 packs) ..... 80.00  
 Commons ..... 10  
 Common Personnel ..... 25  
 Uncommons ..... 75  
 Unlisted Rares ..... 3.50

● Berlingoff Rasmussen ..... PER R 4.00  
 ● Beverly Picard ..... PER R 8.50  
 ● Brute Force ..... MIS R 3.00  
 ● Commander Tomalak ..... PER R 4.50  
 ● Cryosatellite ..... ART R 4.00  
 ● Data's Head ..... ART R 6.00  
 ● Devidian Doorway ..... DOR R 4.00  
 ● FCC-47 Research ..... MIS R 3.00  
 ● Future Enterprise ..... STA UR 72.00  
 ● Gontuu ..... STA R 4.00  
 ● Governor Warf ..... PER R 10.00  
 ● Ian Andrew Troi ..... PER R 4.00  
 ● Iconian Gateway ..... ART R 4.50  
 ● Major Rakal ..... PER R 4.50  
 ● Ophidian Cane ..... ART R 4.50  
 ● Reunion ..... MIS R 3.00  
 ● Samuel Clemens' Pocketwatch ..... ART R 5.00  
 ● Tasha Yar-Alternate ..... PER R 8.50  
 ● U.S.S. Enterprise-C ..... STA R 15.00

**Q CONTINUUM EXPANSION DECIPHER-1996**

Full Set (121 cards) ..... 118.00  
 Booster Pack (15 cards) ..... 3.00  
 Booster Box (36 packs) ..... 85.00  
 Commons ..... 15  
 Uncommons ..... 75  
 Unlisted Rares ..... 4.50

● Arbiter of Succession ..... INT R 5.00  
 ● Blade of T'ken ..... ART R 7.50  
 ● Caxar ..... ART R 6.00  
 ● Data's Body ..... PER R 3.00  
 ● Galen ..... PER R 8.00  
 ● IKC Mabt-R'a ..... STA R 5.00  
 ● Juliana Tainer ..... PER R 5.50  
 ● Katherine Pulaski ..... PER R 6.00  
 ● Klingon Civil War ..... EVE R 5.00  
 ● Lal ..... PER R 6.00  
 ● Madam Guinan ..... PER R 8.00  
 ● Manheim's Dimensional Door ..... DOR R 5.00  
 ● Mona Lisa ..... ART R 5.00  
 ● Mortal Q ..... PER R 6.00  
 ● Nick Hamm ..... PER R 8.00  
 ● Nick Locarno ..... PER R 5.00  
 ● Sheliak, The ..... DIL R 5.00  
 ● Terix ..... STA R 5.00  
 ● USS Stargazer ..... STA R 8.00  
 ● Yuta ..... DIL R 5.50

**FIRST CONTACT EXPANSION DECIPHER-1997**

Full Set (130 cards) ..... 150.00  
 Booster Pack (9 cards) ..... 2.50  
 Booster Box (30 packs) ..... 65.00  
 Commons ..... 15  
 Uncommons ..... 75

● Abandon Mission ..... EVE R 3.00  
 ● Admiral Hayes ..... PER R 3.50  
 ● Alas, Poor Queen ..... INT R 3.50  
 ● Alyssa Ogawa ..... PER R 4.00  
 ● Android Headlock ..... INT R 3.50  
 ● Antique Machine Gun ..... ART R 4.00  
 ● Assimilate Homeworld ..... OBJ R 4.00  
 ● Assimilate This! ..... INT R 3.00  
 ● Beverly Crusher ..... PER R 8.50

**STAR TREK DATA C=COMMON U=UNCOMMON R=RARE**

●BAJOR.	○BORG	●CARD.	●FEDER.	●KLING.	●NON-A.	●OTHER	●ROMUL.
ART Artifact	EQU Equipment	INT Interrupt	OBJ Objective	SIT Site			
DIL Dilemma	EVE Event	LOC Location	OUT Outpost	STA Starship			
DOR Doorway	HQU Headquarters	MIS Mission	PER Personnel	STI Station			

**PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET**



# INQUEST gamer Price Guide

● Borg Kiss	INT	R	4.00
● Borg Neuroprocessor	INT	R	3.50
○ Borg Queen	PER	R	13.00
● Build Interplexing Beacon	OBJ	R	3.50
● Data	PER	R	11.00
● Deanna T'Pol	PER	R	8.00
● Espionage Mission	MIS	R	3.50
● Geordi La Forge	PER	R	10.00
● Jean-Luc Picard	PER	R	15.00
● Lily Sloane	PER	R	4.00
● Magic Carpet Ride	OBJ	R	4.50
● Montana Missile Complex	LOC	R	4.50
● My First Raygun	DIL	R	4.00
● Ocular Implants	EVE	R	3.50
● Obby Doubt	DIL	R	3.00
● Paul Porter	PER	R	4.00
● Phoenix	STA	R	5.00
● Primitive Culture	DIL	R	3.00
○ Queen's Borg Cube	STA	R	8.00
○ Queen's Borg Sphere	STA	R	8.00
● Regenerate	EVE	R	4.00
● Reginald Barclay	PER	R	5.00
● Retask	EVE	R	4.00
● Salvage Starship	OBJ	R	3.50
● Scout Encounter	DIL	R	4.50
● Shipwreck	INT	R	4.00
● Solkar	PER	R	4.00
● Stop First Contact	OBJ	R	4.00
● Strict Dress Code	DIL	R	4.00
● Temporal Wake	INT	R	4.00
● Theta-Radiation Poisoning	DIL	R	4.00
● Three-Dimensional Thinking	INT	R	4.00
● USS Enterprise-E	STA	R	18.00
● Undetected Beam-In	DIL	R	4.00
● Visit Cochrane Memorial	OBJ	R	3.50
● Wall of Ships	EVE	R	4.00
● Weak Spot	INT	R	3.50
● William T. Riker	PER	R	12.50
● Wolf	PER	R	10.00
● Zefram Cochrane	PER	R	7.00
● Zefram Cochrane's Telescope	ART	R	3.75

## THE FAJO COLLECTION DECIPHER-1998

Full Set (18 cards) 120.00

● Black Hole	DOR	R	10.00
● Dixon Hill's Business Card	INT/EVR		8.00
● DNA Metamorphosis	DIL	R	7.50
● Dr. Soong	PER	R	12.00
● Guinan	PER	R	15.00
● I.K.C. Chang	STA	R	8.00
● Kivas Fajo	PER	R	10.00
○ Locutus of Borg	PER	R	28.00
● Lore	PER	R	20.00
● Miles O'Brien	PER	R	10.00
● 1962 Maris Baseball Card	ART	R	8.00
● Persistence of Memory	OBJ	R	8.00
● Picard's Artificial Heart	ART	R	8.00
● Qapla!	INT	R	7.00
● Sisters of Duras	PER	R	12.00
● Spot	PER	R	8.00
● Talera	PER	R	7.50
● U.S.S. Pasteur	STA	R	10.00

## DEEP SPACE NINE EXPANSION DECIPHER-1998

Full Set (276 cards, not including "Defiant") 185.00

Booster Pack (9 cards)	2.50
Booster Box (30 packs)	60.00
Starter Deck (60 cards)	9.75
Starter Box	80.00
Commons	15
Uncommons	1.00

Pr rarity denotes promo.

● Amin Marritza	PER	R	4.50
● Access Relay Station	MIS	R	3.50
● Aid Fugitives	MIS	R	3.00
● Airtack	DOR	R	4.50
● Aldara	STA	R	4.50
● Alien Gambling Device	ART	R	4.00
● Altomian Brain Teaser	DIL	U	1.00
● Altovar	PER	R	5.00
● Automated Security System	EVE	R	3.50
● Bajoran Civil War	EVE	R	3.50
● Barail Antos	PER	R	5.00
● Baseball	INT	R	4.50
● Benjamin Sisko	PER	R	20.00
● Bo'raak	PER	R	4.50
● Boheeka	PER	R	4.50
● Borad	PER	R	4.50
● Camping Trip	MIS	R	3.00
● Central Command	HQU	R	5.00
● Cha'Jah	STA	R	4.50
● Chamber of Ministers	HQU	R	5.00
● Changing Research	MIS	R	2.50
● Colonel Day	PER	R	4.50
● Cure Blight	MIS	R	3.00
● Danar	PER	R	4.00
● Deep Space Nine/Terok Nor	STT	R	18.00
● Defiant Dedication Plaque	EVE	R	4.00
● Strict Dress Code	PER	R	4.50
● DNA Clues	DIL	R	3.00
● Dukat	PER	R	12.50
● Duranja	EVE	R	5.00
● Elim Garak	PER	R	7.00
● Enabran Tain	PER	R	6.00
● Entek	PER	R	4.50
● Establish Tractor Lock	OBJ	R	3.50
● Garak Has Some Issues	DIL	R	3.50
● Garak's Tailor Shop	SIT	R	3.50
● General Krim	PER	R	4.50
● Gilora Rajal	PER	R	4.50
● Going To The Top	INT	R	4.00
● Grilka	PER	R	4.50
● Groumall	STA	R	4.50
● Harvester Virus	DIL	R	3.50
● HQ: Return Orb to Bajor	OBJ	R	3.00
● I.K.C. Tah'Kaht	STA	R	5.50
● Investigator Rumors	MIS	R	3.50
● Jadzia Dax	PER	R	15.00
● Jake and Nog	PER	R	8.50
● Jaro Essa	PER	R	4.50
● Julian Bashir	PER	R	15.00
● Kai Opaka	PER	R	7.00
● Karina	PER	R	4.50
● Kira Nerys	PER	R	13.00
● Korinas	PER	R	4.50
● Kwat	PER	R	4.50
● Lanaris Holm	PER	R	4.50
● Li Nalas	PER	R	4.50
● Makbar	PER	R	5.00
● Martus Mazur	PER	R	4.50
● Mora Pal	PER	R	5.00
● Morka	PER	R	4.50
● Mysterious Orb	ART	R	5.50
● Natima Lang	PER	R	4.50
● Neela	PER	R	4.50
● No Loose Ends	DIL	R	3.50
● Odo	PER	R	15.50
● Orb Fragment	ART	R	4.50
● Paltra	PER	R	4.50
● Plain, Simple Garak	PER	R	8.00
● Plans of the Obsidian Order	OBJ	R	3.50
● Plans of the Tal Shiar	OBJ	R	3.50
● Prakesh	SIT	R	6.00
● Protouniverse	INT	R	3.00
● "Pup"	DIL	R	3.50
● Razka Kam	PER	R	4.50
● Recruit Mercenaries	EVE	R	4.00
● Rescue Personnel	OBJ	R	3.00
● Retaya	PER	R	4.50
● Ruwan	PER	R	4.50
● Sakonna	PER	R	4.00
● Saltah'na Clock	ART	R	4.50

● Secret Compartment	DOR	R	3.00
● Seismic Quake	DIL	R	3.50
● Selveth	PER	R	4.50
● Shakaar Edon	PER	R	5.50
● Sorus	PER	R	4.50
● Sumrak Ren	PER	R	4.50
● Symbiant Diagnosis	MIS	R	3.50
● System 5 Disruptors	EVE	R	5.00
● Tahna Los	PER	R	4.50
● Tekenay Ghemor	PER	R	4.50
● The Three Vipers	DIL	R	3.50
● The Walls Have Ears	INT	R	3.50
● Tori Ziyal	PER	R	5.00
● Toran	PER	R	4.50
● Trauma	DIL	R	3.50
● Turrel	PER	R	4.50
● U.S.S. Defiant	STA	UR	80.00
● U.S.S. Yangtze Kiang	STA	R	8.00
● Anya	PER	U	.75
● Arak T'aral	PER	U	.75
● Archanis Dispute	MIS	U	.75
● Atul	PER	U	.75
● Berserk Changeling	DIL	U	.75
● Betazed Invasion	MIS	R	3.50
● Bioweapon Ruse	MIS	U	.75
● Borath	PER	U	5.00
● Captain Kirk	PER	Pr	75.00
● Ch'Pok	PER	R	5.00
● Chula: Pick One to Save Two	DIL	U	.75
● Chula: The Chandra	DIL	U	3.00
● Crew Reassignment	EVE	U	.75
● Croden's Key	ART	R	3.00
● D'Deridex Advanced	STA	R	5.00
● Damar	PER	R	6.50
● Daro	PER	U	.75

● Keldon Advanced	STA	R	6.50
● Keogh	PER	R	4.50
● Kilana	PER	R	5.00
● Kira Founder	PER	R	5.00
● Leyton Founder	PER	R	5.50
● Lovok	PER	R	5.00
● Lovok Founder	PER	R	6.00
● Maect	PER	U	.75
● Martok	PER	R	4.50
● Martok Founder	PER	R	5.00
● Meso'Clan	PER	U	.75
● Michael Edgington	PER	R	6.00
● Mining Survey	MIS	U	.75
● Mission Fatigue	DIL	U	.75
● O'Brien Founder	PER	R	6.00
● Office of the President	FAC	R	2.50
● Office of the Procurator	FAC	R	3.00
● Omek'ikian	PER	R	5.00
● Operate Wormhole Relays	OBJ	U	.75
● Orb of Prophecy and Change	ART	R	3.50

● Orta	PER	U	.75
● Post Garrison	OBJ	U	.75
● Protect Shipment	MIS	U	.75
● Quest for the Sword	MIS	U	.75
● Remata'Klan	PER	R	5.00
● Rescue Founder	MIS	U	.75
● Salla	PER	R	5.00
● Security Briefing	MIS	U	.75
● Senator Vreenak	PER	R	6.00
● Seven Of Nine	PER	Pr	50.00
● Shape-Shift	INT	U	.75
● Silaran Prin	PER	U	.75
● Sisko 197 Subroutine	EVE	U	.75
● Sleeper Trap	DIL	R	3.50
● Soto	PER	U	.75
● T'Rul	PER	U	.75
● Tactical Console	EVE	U	.75
● Talak'talan	PER	R	5.00
● The Earring of Li Nalas	ART	R	3.50
● The Great Hall	FAC	R	2.50
● The Great Link	FAC	R	2.50
● Toman'torax	PER	R	4.50
● Trager	STA	R	5.00
● U.S.S. Defiant	STA	R	12.00
● U.S.S. Odyssey	STA	U	.75
● U.S.S. Rio Grande	STA	R	6.00
● Uncover DNA Clues	MIS	U	.75
● Weyoun	PER	R	7.50
● Wolf Son of Mogh	PER	Pr	50.00
● Yelgren	PER	R	5.00
● You Dirty Rat	INT	U	.75
● Zarya	PER	R	4.50

**Rite: Victory Party**

Play this Rite immediately after a pack defeats an Enemy in the Hunting Grounds of Renown 8 or more. This card is worth +2 victory points.

**RENOWN 4**

## DOUBLE TAKES

### FREE STUFF IS BETTER THAN NO STUFF

Hey kids, it's the first insert card available from InQuest! Back then, we didn't have a polybag, so it came in a little wrapper stapled into the magazine. It wasn't *magic*, and it wasn't exclusive. No, it was an obscure *Rage* card. But hey—it was something!

● Vakis	PER	R	5.00
● Vadek Winn	PER	R	6.00
● Wormhole Navigation Schematic	INT	U	1.00
● Yeto	PER	R	4.50
● Zef'No	PER	R	4.00

## THE DOMINIAN EXPANSION DECIPHER-1999

Full Set (130 cards, not counting promos) 130.00

Booster Pack (9 cards)	2.50
Booster Box (30 packs)	75.00
Commons	25.00

Pr rarity denotes promo.

● 10 and 01	PER	R	5.50
● Admiral Leyton	PER	R	5.00
● Admiral Riker	PER	Pr	45.00
● Amat'igan	PER	R	5.00

● Dejar	PER	U	.75
● Empok Nor	FAC	R	7.50
● Engage Cloak	OBJ	U	.75
● Establish Dominion Fohtlood	OBJ	U	.75
● Fair Play	EVE	U	.75
● Flight of the Intruder	INT	U	.75
● Founder	PER	U	.75
● Founder Leader	PER	R	6.50
● Founder Secret	DIL	R	3.50
● Garak	PER	R	6.00
● Goran Agar	PER	R	5.00
● I.K.C. Rotarran	STA	R	5.00
● Install Autonomic Systems Parasite	OBJ	U	.75
● Intelligence Operation	MIS	U	.75
● Investigate Coup	MIS	U	.75
● Issue Secret Orders	OBJ	R	3.00
● Jaresh-Inyo	PER	R	5.00
● Jem'Hadar Disruptor Rifle	EDU	U	.75
● Jem'Hadar Warship	STA	U	.75
● Kai Winn	PER	R	5.50
● Kevan	PER	R	5.00



## STAR WARS LIMITED EDITION DECIPHER-1995

Full Set (324 cards)	360.00
Starter Deck (60 cards)	11.00
Starter Deck Box (10 decks)	110.00
Booster Pack (15 cards)	4.50
Booster Box (30 packs)	150.00
Commons	10
Unlisted Uncommons	50

Cards are black-bordered.

● A Disturbance in the Force	EFF	U	1.00
● Admiral Motti	IMP	R	4.00
○ Affect Mind	EFF	R	4.50
● Alderaan	LOC	R	4.50
○ Alderaan	LOC	U	1.00
● After	UN	U	1.00
● Assault Rifle	WEA	R	2.50
○ A Tremor in the Force	EFF	U	1.00
● Bantha	VEH	U	.75
○ Beggar	EFF	R	5.00
○ Beru Stew	LIN	U	.75
● Biggs Darklighter	CHR	R	5.00
● Black 2	STA	R	6.00

## STAR WARS DATA C-COMMON U-UNCOMMON R-RARE

### ● DARK SIDE ○ LIGHT SIDE

AL Alien	DRO Droid	LIN Lost Interrupt	REB Rebel	UIN Used Interrupt
CRE Creature	EFF Effect	LOC Location	STA Starship	VEH Vehicle
DEV Device	IMP Imperial	OBJ Objective	UEF Utinni Effect	WEA Weapon

## PRICE DATA WENT UP | WENT DOWN HEAVY TRADING NEW SET



● Black 3	STA U	1.00
● Blast Door Controls	EFF U	.75
● Blaster Rack	EFF U	1.00
● Blaster Scope	DEV U	.75
● Boosted TIE Blaster Cannon	SWE U	1.00
● Boring Conversation Anyway	UN R	5.00
○ BoShek	AL U	1.00
○ C-3PO	DRO R	18.00
● Caller	DEV U	.75
○ Cantina Brawl	LIN R	4.50
● Charming to the Last	LIN R	2.50
● Chief Bast	IMP U	1.00
● Circle is Now Complete	LIN R	5.00
● Colonel Wulff Yularen	IMP U	1.00
● Commander Praji	UN U	.75
○ Corellian Corvette	STA U	1.00
○ Crash Site Memorial	EFF U	.75
● Dantooine	UN U	1.00
● Dark Collaboration	LIN R	5.00
● Dark Hours	EFF U	.75
● Dark Jedi Lightsaber	WEA U	1.00
● Dark Jedi Presence	LIN R	6.00
● Darth Vader	IMP R	5.00
● Dathcha	AL U	1.00
● Death Star: Lyl 4 MilCorr	LOC U	1.00
● Death Star Plans	UN R	5.00
● Death Star Sentry	EFF U	1.00
○ Death Star: Detention Block Ctrl.	LOC U	.75
○ Death Star: Trash Comp.	LOC U	1.00
○ Death Star: War Room	LOC U	1.00
○ Demolition	EFF R	2.50
● Devastator	STA R	16.00
○ Dice Ibegon	AL R	3.00
○ Disarmed	EFF R	5.00
○ Disarmed	EFF R	5.00
○ Djas Puhl	CHA R	2.50
○ Don't Get Cocky	LIN R	5.00
● Dr. Evazan	CHA R	3.00
○ DS-61-2	CIN U	1.00
○ DS-61-3	CIN R	8.50
○ Dutch	REB R	8.00
○ EG-6	DRO U	.75
● Elis Helrat	UN U	.75
● Emergency Deployment	UN U	1.00
● Empire's Back, The	LIN U	1.00
○ Escape Pod	UN U	.75
○ Evacuate?	UN U	.75
● Expand the Empire	EFF R	5.00
○ Eyes in the Dark	EFF U	1.00
● Fear Will Keep Them In Line	EFF R	3.00
● Feltpiern Trevagg	AL U	1.00
○ Figrin D'an	AL U	.75
● 506-RA-7	DRO R	4.50
○ Force is Strong With this One	LIN R	3.00
● Full Scale Alert	LIN U	.75
○ Full Throttle	LIN R	3.00
● Garindan	AL R	3.00
○ General Dodonna	REB U	1.00
● General Tagge	IMP R	5.50
○ Gift of the Mentor	LIN R	5.00
○ Gold 1	STA R	4.00
○ Gold 5	STA R	4.00
● Grand Moff Tarkin	IMP R	18.00
○ Gravel Storm	LIN U	.75
○ Han's Heavy Blaster Pistol	WEA R	4.00
● Han Seeker	WEA R	2.50
○ Han Solo	REB R	35.00
○ Help Me Obi-Wan Kenobi	UN R	5.00
○ How Did We Get Into This	UN U	.75
○ Hydroponics Station	DEV U	.75
● I Find Your...Disturbing	EFF R	5.00
● I Have You Now	LIN R	3.50
● I've Lost Artoo	EFF U	1.00
● Imperial Class Star Destroyer	STA U	3.50
○ Into...Chute, Flyboy	UN R	3.00
● Ion Cannon	SWE U	1.00
● Jawa Pack	EFF U	1.00
○ Jawa Sista	EFF U	1.00
○ Jedi Lightsaber	WEA U	1.50
○ Jedi Presence	LIN R	5.00
○ Jek Porkins	REB U	1.00
● Juri Juice	UEF R	2.50
○ Kabe	AL U	1.00
○ Kal'Fahli C'dros	AL R	5.50
○ Kessel	LOC U	2.00
○ Kessel	LOC U	2.00
○ Kessel Run	UEF R	4.00

● Kitik Keed'kak	AL	R	5.00
○ Klorslug	EFF	R	5.50
○ Krayt Dragon Howl	LIN	R	5.00
● Laana	AL	R	3.00
● Laser Projector	WEA	U	.75
● Lateral Damage	UEF	R	3.00
○ Leesub Sirin	AL	R	2.50
○ Leia Organa	REB	R	30.00
○ Leia's Sporting Blaster	WEA	U	1.50
○ Lieutenant Tanbris	IMP	U	.75
○ Light Repeating Blaster Rifle	WEA	R	5.00
○ Lightsaber Proficiency	EFF	R	5.50
● Local Trouble	LIN	R	5.00
○ Lone Pilot	LIN	R	2.50
● Lone Warrior	LIN	R	2.50
● Look Sir, Droids	LIN	R	5.00
● LUKE! LUKE!	UEF	U	1.00
● Luke Seeker	WEA	R	2.50
○ Luke Skywalker	REB	R	35.00
○ Luke's X-34 Landspeeder	VEH	U	1.00
○ Mantellian Savrip	EFF	R	3.00
○ Millennium Falcon	STA	R	25.00
● Molator	EFF	R	5.00
● Moment of Triumph	LIN	R	2.50
○ Move Along	UN	R	4.50
● Myo	AL	R	.75
● Nevar Yahnal	LIN	R	2.50
○ Nightfall	EFF	U	1.00
○ Noble Sacrifice	LIN	R	2.50
○ Obi-Wan Kenobi	REB	R	34.00
○ Obi-Wan's Cape	EFF	R	8.00
○ Obi-Wan's Lightsaber	WEA	R	10.00
○ Observation Holocam	DEV	U	.75
○ On the Edge	LIN	R	3.00
● Organel's Cer. Necklace	UEF	R	5.00
○ Our Most Desperate Hour	UEF	R	5.00
○ Out of Nowhere	UN	U	.75
○ Owen Lars	REB	U	.75
○ Pawns	UN	U	1.00
● Physical Choke	LIN	R	5.00
● Ponda Baba	AL	U	1.00
○ Pops	REB	U	1.00
● Presence of the Force	EFF	R	6.00
○ Prophets	AL	U	.75
○ Quad Laser Cannon	STA	U	1.00
○ Reactor Terminal	EFF	U	.75
○ Rebel Planners	EFF	R	3.00
○ Red Leader	REB	R	8.00
○ Red 1	STA	U	1.50
○ Red 3	STA	R	3.00
○ Restricted Deployment	EFF	U	.75
○ Return of a Jedi	LIN	U	.75
○ Revolution	EFF	R	6.00
○ Rycar Ryjerd	EFF	U	1.00
● Sandcrawler	VEH	R	1.50
○ Sandcrawler	VEH	R	1.50
○ Send a Detachment Down YEF	5.00		
● Sense	UN	U	1.00
○ Sense	UN	U	1.00
● Skywalker	LIN	R	5.00
○ Solo Han	LIN	R	2.50
○ Spaceport Speeders	UN	U	.75
○ Special Modifications	EFF	U	1.00
○ Sundown	EFF	U	1.00
○ Tactical Re-Call	UEF	R	3.00
○ Tagge Seeker	WEA	R	2.50
○ Targeting Computer	DEV	U	1.00
○ Tarkin Seeker	WEA	R	3.00
○ Tatoonine: Cantina	LOC	R	3.00
○ Tatoonine: Cantina	LOC	R	3.00
○ Tatoonine: Obi-Wan's Hut	LOC	R	6.50
○ Thank the Maker	LIN	R	3.00
○ This is All Your Fault	UN	U	1.00
● Tonaka Sisters	AL	R	6.00
● Trinto Duaba	UN	U	1.00
○ Turbocharger Battery	STA	R	3.00
○ Tusken Breath Mask	UEF	U	1.00
○ 2X-3KPR	DRO	U	1.00
● Utinni	UN	R	4.50
○ Utinni!	UN	R	4.50
○ Vader's Custom Tie	STA	R	15.00
● Vader's Eye	LIN	R	7.00
○ Vader's Lightsaber	WEA	R	12.00
○ Warrior's Courage	LIN	R	3.00
● We're All Gonna...Thinner!	LIN	R	5.00
○ WED-9-M1 Bantha Droid	DRO	R	2.50
○ WED15-1662 Treadwell Dtd.	DRO	R	2.50
○ Wistlea	AL	U	1.00
● Wrong Turn	EFF	U	1.00

○ Yavin 4: Massassi Throne Rm.	LOC R	5.00
○ Yavin 4: Massassi War Rm.	LOC U	.75
○ Yavin Sentry	EFF U	.75
○ Yerka Mig	UEF U	1.00
● Your Eyes Can Deceive You	UEF U	1.00
● Your Powers...Old Man	LIN R	4.50

### STAR WARS UNLIMITED EDITION

**PARKER BROTHERS/DECIPHER-1996**

Full Set (330 cards) .....210.00

Starter Dual Deck (50 cards) .....8.75

Starter Box (12 decks) .....80.00

Booster Box (36 packs) .....80.00

Booster Pack (15 cards) .....2.50

*Cards are white-bordered.*

Single cards are worth 25% to 35% of limited equivalents.

### A NEW HOPE EXPANSION

**DECIPHER-1996**

Full Set (162 cards) .....200.00

Booster Pack (15 cards) .....3.00

Booster Box (36 packs) .....100.00

Commons .....10

Uncommons .....75

○ Attack Run .....EEV R 4.00

● Besieged .....EFF R 3.00



## DOUBLE TAKES

### DENIED!

We can't deny it anymore! *InQuest* once had an exclusive *X-Files* insert—Deny Everything. Only 5,000 were printed and they were randomly inserted into copies of our 25th anniversary issue. They were once worth over \$100, but now that the game is dead we use 'em to line Cow Nose's big ol' litter box.

○ Bowcaster	WEA R	4.00
○ Brannan	AL R	8.00
○ Call 2187	UEF R	4.50
○ Chewbacca	AL/REB R	19.00
○ Clak'dar VII	LOC R	3.50
○ Commence Primary Ignition	EEV R	5.00
○ Commence Recharging	EFF R	3.00
○ Conquest	STA R	13.00
○ Corellia	LOC R	5.00
● Dantik Jerriko	AL R	4.50
● Dantooine: Bluffs	LOC R	4.50
○ They're on Dantooine	UEF R	4.00
○ Trooper Davin Feith	IMP R	3.50
○ Tzizvrt	AL R	3.00
○ U-3PO	DRO R	5.00
○ Wedge Antilles	REB R	15.00
○ Wookiee Roar	LIN R	5.00
○ You're All Clear Kid!	UN R	5.00

### REVISED A NEW HOPE EXPANSION

**DECIPHER-1998**

Full Set (162 cards) .....\*

Booster Pack (8 cards) .....2.50

Booster Box (30 packs) .....75.00

Commons .....10

Uncommons .....75

*Cards are white-bordered.*

Rare cards are worth 60% value of black-bordered equivalents.

### HOTH EXPANSION

**DECIPHER-1996**

Full Set (162 cards) .....190.00

Booster Pack (15 cards) .....3.00

Booster Box (36 packs) .....100.00

Commons .....10

Unlisted Uncommons .....75

○ Admiral Ozzel	IMP R	7.50
○ Anakin's Lightsaber	WEA R	13.00
○ Artillery Remote	DEV R	3.00
○ Bacta Tank	EFF R	3.00
○ Blizzard 1	VEH R	10.00
○ Blizzard 2	VEH R	6.00
○ Blizzard Scout 1	VEH R	9.00
○ Captain Piett	IMP R	3.50
○ Collapsing Corridor	LIN R	3.00
○ Cmdr. Luke Skywalker	REB R	27.00
○ Concussion Grenade	WEA R	6.00
○ Dack Ralter	REB R	3.00
○ Death Mark	UEF R	4.00
○ Debris Zone	UN R	5.00
○ Disarming Creature	EFF R	3.00
○ Echo Base Operations	EFF R	3.00
○ Frozen Dinner	EFF R	4.00
○ Furry Fury	U/LIN R	3.00
○ General Carlist Reekian	REB R	3.50
○ General Veers	IMP R	10.00
○ High Anxiety	EFF R	4.00
○ Hoth: Wampa Cave	LOC R	3.50
○ I Thought They Smelled Bad	UN R	5.00
○ Image of the Dark Lord	EFF R	3.00
○ K-3PO	DRO R	5.00
○ Major Bren Derlin	REB R	3.00
○ Meteor Impact?	EFF R	4.50
○ Mournful Roar	EFF R	4.00
○ Planet Defender Ion Cannon	WEA R	3.50
○ R-3PO	DRO R	3.50
● Responsibility of Command	UEF R	4.00
○ Rogue 1	VEH R	10.00
○ Rogue 2	VEH R	5.00
○ Rogue 3	VEH R	8.00
○ Rug Hug	LIN R	5.00
● Scruffy-Looking Nef Herder	U/LIN R	3.00
● Stalker	STA R	14.00
○ Surface Defense Cannon	WEA R	3.00
○ Tactical Support	LIN R	3.00
● Target The Main Generator	EEV R	4.00
○ The First Transport is Away!	UEF R	5.00
● This Is Just Wrong	UEF R	4.00
○ T-1B	DRO R	3.00
● Trample	UN R	5.00
● Tyrant	STA R	13.00
● Wampa	CRE R	3.00
○ Weapon Malfunction	UEF R	4.00
○ Wes Janson	REB R	3.00
○ Who's Scruffy-Looking?	UN R	4.00
● Yaggle Gakkle	UN R	3.00
○ You Have Failed Me...	LIN R	4.00
○ You Will Go to Dagobah...	LIN R	4.00
○ Zev Senesca	REB R	3.00

### DAGOBAH EXPANSION

**DECIPHER-1996**

Full Set (180 cards) .....200.00

Booster Pack (9 cards) .....2.50

Booster Box (80 packs) .....125.00

Commons .....10

Unlisted Uncommons .....50

○ Asteroids Do Not Concern Me UEF R | 3.00 || ○ At Peace | EFF R | 3.50 |
| ● Avenger | STA R | 11.00 |



# INQUEST gamer Price Guide

● Bad Feeling Have I	EFF	R	3.50
● Bombing Run	EFF	R	3.50
● Bossk	AL	R	8.50
● Bossk's Mortar Gun	WEA	R	5.00
● Broken Concentration	EFF	R	3.00
● Captain Needs	IMP	R	4.50
● Corrosive Damage	EFF	R	3.50
○ Dagobah: Bog Clearing	LOC	R	3.75
○ Dagobah: Cave	LOC	R	3.00
○ Dagobah: Yoda's Hut	LOC	R	5.00
○ Dengar	AL	R	8.00
○ Dengar's Blaster Carbine	WEA	R	4.50
○ Descent Into The Dark	EFF	R	2.50
○ Dragonsnake	CRE	R	3.00
○ Effective Repairs	U/LIN/R	R	3.50
○ Egregious Pilot Error	U/LIN/R	R	3.00
○ Executor	STA	R	25.00
○ Executor: Holothreat	LOC	R	3.50
● Executor: Meditation Chamber	LOC	R	4.00
○ Failure at the Cave	UEF	R	3.00
○ Field Promotion	EFF	R	3.00
○ Flagship	EFF	R	3.50
○ 4-LOM	DRO	R	7.00
○ 4-LOM's Concussion Rifle	WEA	R	5.00
○ Frustration	U/LIN/R	R	3.00
○ Hen's Toolkit	DEV	R	3.00
○ Hiding In The Garbage	EFF	R	3.00
○ Hound's Tooth	STA	R	7.00
○ I Have a Bad Feeling... This	U/LIN/R	R	3.00
● I Want That Ship	EFF	R	3.00
● IG-2000	STA	R	7.50
● IG-88	DRO	R	12.50
● IG-88's Neural Inhibitor	WEA	R	5.00
● IG-88's Pulse Cannon	WEA	R	5.00
○ It Is The Future You See	JTE	R	3.50
○ Jedi Levitation	U/LIN/R	R	3.00
○ Landing Claw	DEV	R	5.00
● Lando System?	U/LIN/R	R	3.00
● Lieutenant Suba	IMP	R	4.00
○ Light Maneuvers	U/LIN/R	R	3.00
● Location, Location, Location	EFF	R	3.50
● Lost In Space	EFF	R	4.00
○ Luke's Backpack	DEV	R	4.00
● Mist Hunter	STA	R	6.50
● Much Anger In Him	EFF	R	3.00
● No Disintegrations	EFF	R	3.00
○ Obi-Wan's Apparition	EFF	R	3.50
○ Order to Engage	EFF	R	3.00
○ Polarized Negative Power Coupling	EFF	R	3.00
● Punishing One	STA	R	7.00
○ Ralthal	LOC	R	3.00
○ Reflection	EFF	R	4.00
○ Report to Lord Vader	UEF	R	3.00
● Res Luk Ra'auf	U/LIN/R	R	4.00
○ Rycar's Run	UEF	R	3.00
○ Size Matters Not	JTE	R	3.50
○ Smuggler's Blues	EFF	R	3.50
○ Son of Skywalker	REB	R	25.00
○ Space Slug	CRE	R	3.50
○ Stone Pile	EFF	R	3.00
● The Dark Path	EFF	R	3.50
○ The Professor	EFF	R	3.50
○ This Is More Like It	U/LIN/R	R	4.00
○ This Is No Cave	U/LIN/R	R	3.00
○ Through The Force... See	U/LIN/R	R	4.00
○ Tight Squeeze	U/LIN/R	R	3.00
○ 2-1B	DRO	R	6.50
○ Unexpected Interruption	U/LIN/R	R	3.00
○ Visage of the Emperor	EFF	R	4.00
○ We Can... Outmaneuver Them	U/LIN/R	R	3.00
○ We Don't Need... Scum	U/LIN/R	R	3.50
○ WHAAAAAADOOW!	U/LIN/R	R	3.00
○ What Is Thy Bidding My Master?	UEF	R	4.00
○ Yoda	JEF	R	30.00
○ Yoda, You Seek Yoda	U/LIN/R	R	4.00
○ Yoda's Hope	EFF	R	1.00

○ You Do Have Your Moments	U/LIN/R	R	1.00
● Zuckuss	AL	R	7.00
● Zuckuss's Snare Rifle	WEA	R	4.00

## CLOUD CITY EXPANSION DECIPHER-1997

Full Set (180 cards)	175.00
Booster Pack (9 cards)	2.50
Booster Box (60 packs)	110.00
Commons	10
Uncommons	1.00

○ Advantage	EFF	R	3.00
○ Aiii! Aaa! Aggggggggg!	U/LIN/R	R	3.00
○ All My Urchins	EFF	R	3.00
○ All Too Easy	EFF	R	3.00
○ Ambush	U/LIN/R	R	3.00
○ Artoo, Come Back At Once!	U/LIN/R	R	3.00
● Atmospheric Assault	U/LIN/R	R	4.00
○ Beldoni's Eye	EFF	R	3.00

○ Dark Approach	U/LIN/R	R	4.00
○ Dark Deal	EFF	R	4.00
○ Despair	U/LIN/R	R	4.00
○ Dismantle On Sight	EFF	R	4.00
○ E-3PO	DRO	R	5.00
○ End This... Conflict	U/LIN/R	R	3.50
○ Epic Duel	EEV	R	5.00
○ Flight Escort	U/LIN/R	R	4.00
○ Focused Attack	U/LIN/R	R	4.50
○ Force Field	U/LIN/R	R	4.00
○ Forced Landing	UEF	R	3.50
○ Frozen Assets	U/LIN/R	R	3.50
○ Gambler's Luck	U/LIN/R	R	4.00
○ Glancing Blow	U/LIN/R	R	4.00
○ Haven	EFF	R	4.00
● He's All Yours, Bounty Hunter	U/LIN/R	R	3.50
○ Higher Ground	U/LIN/R	R	3.50
○ Hindsight	EFF	R	3.50
○ Hopping Mad	EFF	R	3.50
○ I Am Your Father	EFF	R	4.00
○ I Don't Need Their Scum, Either	U/LIN/R	R	3.50
○ I Had No Choice	EFF	R	4.00
○ Impressive, Most Impressive	U/LIN/R	R	4.00
○ Interrogation Array	DEV	R	4.00
○ Into The Ventilation Shaft, Lefty	U/LIN/R	R	3.50

○ Lando Calrissian	AL	R	15.00
○ Lando Clarissian	AL	R	15.00
○ Leia Of Alderaan	EFF	R	4.50
○ Lieutenant Shekili	IMP	R	4.00
○ Lobot	AL	R	9.00
○ Luke's Blaster Pistol	WEA	R	5.00

○ Old Pirates	U/LIN/R	R	3.50
○ Point Man	U/LIN/R	R	3.50
○ Princess Leia	REB	R	20.00
○ Protector	U/LIN/R	R	3.50
○ Punch It!	U/LIN/R	R	4.00
○ Redemption	STA	R	8.00
○ Release Your Anger	U/LIN/R	R	3.05
○ Rendezvous Point On Tatooine	U/LIN/R	R	3.00
○ Shocking Information	U/LIN/R	R	25
○ Slave I	STA	R	16.00
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### ● DARK SIDE ○ LIGHT SIDE

AL Alien	DRO Droid	LIN Lost Interrupt	REB Rebel	UIN Used Interrupt
CRE Creature	EFF Effect	LOC Location	STA Starship	VEH Vehicle
DEV Device	IMP Imperial	OBJ Objective	UEF Utinni Effect	WEA Weapon

## PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET



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# INQUEST gamer Players Guide

## MAGIC<sup>®</sup> The Gathering

### CARD DESCRIPTION

**CARD NAME:** Now you know what to call the card.

**KIND:** Summon Legend means she's extra special.

**RATING:** InQuest Gamer has rated every card, with five-stars being the best and one-stars comprising the cream of the crop.

**DESCRIPTION:** Explains exactly what the card does.

**ARTIST:** Card's Illustrator.



**CASTING COST:** Ms. Warrior costs two green and one generic mana to summon.

**EXPANSION SYMBOL:** Tells you what set the card belongs to and the card's rarity. Mirri is a rare from the Exodus expansion.

**POWER/TOUGHNESS:** Only for creatures.

#### NAME KIND CR RATING COST SETS FOUND

##### ARTIFACTS

<b>Anduin's Ring</b>	ART	L	...	...	AN R, 4th, 5th
Do 4 damage to any target.					
<b>Armor of Dawn</b>	ART	R	...	...	TM
Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.					
<b>Armor of Kyr</b>	ART	D	...	...	AQ, 4th, 5th
Prevent 1 damage to any target.					
<b>Angel's Trumpet</b>	ART	U	...	...	UL
Attack ng does not cause creatures to tap. At the end of each player's turn, tap all untapped creatures he controls that did not attack this turn. Angel's Trumpet deals 1 damage to that player for each creature tapped this way.					
<b>Arish of Mithras</b>	ART	R	...	...	LJR, 4th, 5th
Whenever a player puts a land into play, Arish deals 2 damage to him.					
<b>Ashnod's Altar</b>	ART	C	...	...	AQ, CH, 5th
Sacrifice one of your creatures in play: Add $\{X\}$ to your mana pool.					
<b>Ashnod's Transmogrator</b>	ART	C	...	...	AQ, CH, 5th
Sacrifice: Turn non-artifact creature into an artifact creature with $+1/+1$ .					
<b>Barbed Sarcophagus</b>	ART	C	...	...	IA, 5th
Sacrifice: Add one mana of any color to your mana pool. Cantrip.					
<b>Bar's Cage</b>	ART	R	...	...	DK, CH, 5th
Target creature does not untap during its controller's next untap phase.					
<b>Baron's Codex</b>	ART	R	...	...	UZ
During your upkeep, you may put a counter on Codex. Sacrifice Codex: Draw X cards, where X is the number of counters on Codex.					
<b>Battering Ram</b>	AC	C	...	...	AQ, 4th, 5th
Bans when attacking. At the end of combat, any walls blocking Battering Ram are destroyed. 1/1. Of course, no one plays with walls, right?					
<b>Beast of Burden</b>	AC	R	...	...	UL
Beast of Burden has power and toughness each equal to the total number of creatures in play. "X".					
<b>Beech Trap</b>	ART	R	...	...	TM
When Trap comes into play, name a card other than a basic land. When target opponent draws cards, he reveals them to all players. If any of those cards is the named card, sacrifice Beech Trap and it deals 10 damage to that player.					
<b>Bottle Gnomes</b>	AC	U	...	...	TM
Sacrifice Bottle Gnomes. Gain 3 life. 1/3.					
<b>Bottle of Solace</b>	ART	R	...	...	AN, R, 4th, 5th
Sacrifice: Flip a coin. If opponent wins, you deals 5 damage. Otherwise, you get a Djin token, a 5/5 flying artifact creature.					
<b>Bottle</b>	ART	U	...	...	SH
Do 1 damage to target creature. That creature attacks this turn if able.					
<b>Cardthorn</b>	AC	U	...	...	UZ
When Cardthorn is put into a graveyard from play, add three colorless mana to your mana pool. 3/3.					
<b>Chromatic Staff</b>	ART	R	...	...	UZ
Staff is an artifact creature with power and toughness each equal to X until end of turn.					
<b>Chimed Pulse</b>	ART	R	...	...	UZ
Search your library for a creature card with total casting cost no greater than X. Reveal that card and put it into your hand.					
<b>Claws of the</b>	ART	U	...	...	UZ
Sacrifice a permanent: Gain 1 life.					

#### NAME KIND CR RATING COST SETS FOUND

<b>Clay Statue</b>	AC	C	...	...	AQ, 4th, 5th
Regenerates. 3/1.					
<b>Clockwork Beast</b>	AC	R	...	...	LJR, 4th, 5th
Put seven $+1/+0$ counters on Beast. At the end of any combat in which Beast attacks or blocks, remove a counter. Add X counters to Beast (maximum seven counters). Use only during upkeep. 0/4.					
<b>Clockwork Steed</b>	AC	D	...	...	HL, 5th
Cannot be blocked by artifact creatures. Put 4 $+1/+0$ counters on Steed. At the end of any combat in which Steed attacks or blocks, remove a counter. Add X counters to Steed (maximum four counters). 0/3.					
<b>Coat of Arms</b>	ART	R	...	...	EX
Each creature gets $+1/+1$ for each other creature in play of the same creature type.					
<b>Coiled Tempter</b>	AC	C	...	...	TM
First strike. 2/1.					
<b>Cold Storage</b>	ART	R	...	...	TM
Put target creature you control on Cold Storage. Sacrifice Cold Storage: Put all creatures on Cold Storage into play.					
<b>Colossus of Sardia</b>	AC	R	...	...	AQ, 4th, 5th
Trample. Does not untap. Untap Colossus during your upkeep. 9/3.					
<b>Copper Gnomes</b>	AC	R	...	...	UZ
Sacrifice: Choose an artifact in your hand and put it into play. 1/1.					
<b>Coral Mole</b>	ART	R	...	...	AQ, 4th, 5th
Discard a card at random: Give target creature $+2/+2$ until end of turn.					
<b>Crawspike</b>	ART	R	...	...	UL
No more than two creatures can attack you each combat.					
<b>Crown of the Ages</b>	ART	R	...	...	IA, 5th
Switch target enchantment from one creature to another. The enchantment's controller does not change. Treat enchantment as if just cast.					
<b>Crystal Chimes</b>	ART	U	...	...	UZ
Sacrifice: Return all enchantments from your graveyard to your hand.					
<b>Crystal Ball</b>	ART	U	...	...	LJR, 4th, 5th
Can 1 life for any blue spell cast. Can only give 1 life per spell.					
<b>Curse Scroll</b>	ART	R	...	...	TM
Name a card. Opponent chooses a card at random from your hand, if he chooses the named card, Scroll deals 2 damage to target creature or player.					
<b>Dampening Engine</b>	ART	R	...	...	UL
A player who controls more permanents than any other cannot play lands or artifact, creature or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.					
<b>Dancing Scimitar</b>	ART	R	...	...	AN, R, 4th, 5th
Flying 1/5.					
<b>Defense Grid</b>	ART	R	...	...	UL
During each player's turn, spells played by another player cost an additional $\{X\}$ .					
<b>Electric Machine</b>	ART	U	...	...	DK, 4th, 5th
Whenever a land is destroyed, its controller takes 2 damage.					
<b>Empire Egg</b>	ART	R	...	...	LJR, 4th, 5th
Whenever a land is destroyed, its controller takes 2 damage.					
<b>Enchanting Scepter</b>	ART	R	...	...	LJR, 4th, 5th
Opponent must discard 1 card of his choice. Play as a sorcery.					
<b>Dragon Head</b>	ART	U	...	...	UZ
Put a $+1/+1$ counter on target creature.					
<b>Dragon Eye</b>	AC	C	...	...	AQ, R, 4th, 5th
$+1/+0$ until end of turn. 1/3.					

#### NAME KIND CR RATING COST SETS FOUND

<b>Echo Chamber</b>	ART	R	...	...	TM
Opponent chooses a creature he controls. Put a token creature into play and treat it as a copy of that creature. Creature is unaffected by summoning sickness. At end of turn, remove token creature from game. Play as a sorcery.					
<b>Elkin Bottle</b>	ART	R	...	...	IA, 5th
Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.					
<b>Emerald Meditation</b>	ART	R	...	...	TM
Your green spells cost $\{X\}$ less to play.					
<b>Emnessi Tome</b>	ART	R	...	...	TM
Draw two cards, then choose and discard a card.					
<b>Endoskeleton</b>	ART	U	...	...	UZ
You may choose not to untap Endoskeleton. Target creature gets $+0/+3$ as long as Endoskeleton remains tapped.					
<b>Engorgar</b>	AC	R	...	...	TM
Put a $+1/+1$ counter on Engorgar. 2/2.					
<b>Essence Bridge</b>	ART	R	...	...	SH
Creatures with power greater than the number of cards in your hand cannot attack.					
<b>Essence Bottle</b>	ART	R	...	...	EX
Return target creature to its owner's hand unless its owner pays $\{X\}$ .					
<b>Essence Bottle</b>	ART	R	...	...	TM
Put an elixir counter on Essence Bottle. Remove all elixir counters from Bottle: Gain 2 life for each elixir counter removed in this way.					
<b>Excavator</b>	ART	U	...	...	TM
Sacrifice a basic land: Target creature gains that landwalk until end of turn.					
<b>Feldner's Cane</b>	ART	C	...	...	AQ, CH, 5th
Remove Cane from game. Shuffle your graveyard into your library.					
<b>Fellow Slave</b>	ART	U	...	...	DK, 4th, 5th
Produce 1 mana of any color that opponent's ends may produce.					
<b>Ferox's Ban</b>	ART	R	...	...	HL, 5th
Summon spells cost an additional $\{X\}$ to cast.					
<b>Flowstone Sculpture</b>	AC	R	...	...	TM
Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a $+1/+1$ counter on Flowstone Sculpture. 4/4.					
<b>Fluchwater</b>	ART	R	...	...	UZ
Cycling costs you up to $\{X\}$ less to play. Burned!					
<b>Flying Carpet</b>	ART	R	...	...	AN, R, 4th, 5th
Give target creature flying until end of turn. If target is destroyed before end of turn, so is Flying Carpet.					
<b>Fool's Tome</b>	ART	R	...	...	TM
Draw a card. Use this ability only if you have no cards in your hand.					
<b>Fountain of Youth</b>	ART	C	...	...	DK, CH, 5th
Gain 1 life.					
<b>Gauntlets of Chaos</b>	ART	R	...	...	LG, CH, 5th
Sacrifice Gauntlets. Take control of an opponent's land, creature, or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.					
<b>Glasses of Urza</b>	ART	U	...	...	LJR, 4th, 5th
Look at opponent's hand. No, his cards!					
<b>Grafted Shield</b>	ART	R	...	...	UZ
During your draw phase, draw an additional card. At the end of each of your turns discard your hand.					
<b>Grapeshot Catapult</b>	AC	C	...	...	AQ, 4th, 5th
Do 1 damage to a target flying creature. 2/3.					
<b>Grim Monolith</b>	ART	R	...	...	UL
Grim Monolith does not untap during your untap phase. Add three colorless mana to your mana pool. Untap Grim Monolith.					
<b>Grimace</b>	ART	R	...	...	TM
Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.					
<b>Heartstone</b>	ART	U	...	...	SH
The cost of each creature ability requiring an activation cost is reduced by $\{X\}$ . This cannot reduce an ability's generic mana cost to less than 0.					
<b>Heim of the</b>	ART	R	...	...	LJR, 4th, 5th
Give target creature banding until end of turn.					
<b>Heim of the</b>	ART	R	...	...	TM
You may choose not to untap Heim. Sacrifice a creature. Gain control of target creature as long as you control Heim and it remains tapped.					
<b>Hire, The</b>	ART	R	...	...	LJR, 4th, 5th
Create a Giant Wasp with 1/1 flying artifact creature.					
<b>Mapping Automaton</b>	ART	U	...	...	UZ
Automation gets $-1/-1$ and flying until end of turn. 2/2.					
<b>Horn of Greed</b>	ART	R	...	...	SH
Whenever any player plays a land that player draws a card.					
<b>Horror Cannon</b>	ART	U	...	...	SH
Put a token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.					
<b>Hourglass</b>	ART	R	...	...	LJR, 4th, 5th
During each player's draw phase, that player draws an additional card.					
<b>Infinite Hourglass</b>	ART	R	...	...	IA, 5th
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay $\{X\}$ during your upkeep to remove a time counter. All creatures gain $+1/+0$ for each time counter on Infinite Hourglass.					
<b>Iron Maiden</b>	ART	R	...	...	UL
During each of your opponent's upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand.					
<b>Iron Star</b>	ART	U	...	...	LJR, 4th, 5th
Gain 1 life for any red spell cast. Can only give 1 life per spell.					
<b>Ivory Cap</b>	ART	U	...	...	LJR, 4th, 5th
Gain 1 life for any white spell cast. Can only give 1 life per spell.					
<b>Jade Monolith</b>	ART	R	...	...	LJR, 4th, 5th
Redirect all damage from any creature to yourself.					
<b>John Tavo</b>	ART	R	...	...	AQ, CH, 5th
Draw a card and then discard a card of your choice.					
<b>Junior's Satchels</b>	ART	R	...	...	AN, R, 4th, 5th
Untap target creature.					

**MAGIC FACT:** There is at least one trampler with a matching power and toughness from 2/2 up to 12/12.

### MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART	Artifact	EA	Enchant Artifact	EW	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery



NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Jayemdae Tome</b> ● Draw a card	ART	R	***	●	LUR,4th,5th
<b>Jester's Cap</b> ● Sacrifice to look through target player's library and remove any three cards from the game.	ART	R	***	●	IA,5th
<b>Jot Medallion</b> Your black spells cost ● less to play.	ART	R	**	●	IM
<b>Jinxed Idol</b> During your upkeep, Jinxed Idol deals 2 damage to you. Sacrifice a creature. Target opponent gains control of Jinxed Idol permanently.	ART	R	**	●	TM
<b>Jinxed Ring</b> Whenever any card is put into your graveyard from play, Ring deals 1 damage to you. Sacrifice a creature. Target opponent gains control of Ring permanently.	ART	R	**	●	SH
<b>Jhoira's Toolbox</b> ● Regenerate target artifact creature. 1/1.	AC	U	***	●	UL
<b>Joven's Tools</b> ● Target creature can only be blocked by walls until end of turn.	ART	R	**	●	Hi,5th
<b>Karn, Silver Golem</b> Whenever Karn blocks or becomes blocked, it gets -4/-4 until end of turn. ● Target noncreature artifact is an artifact creature with power and toughness each equal to its casting cost until end of turn. 4/4	AC	R	***	●	U2
<b>Library of Leng</b> Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard.	ART	U	***	●	LUR,4th,5th
<b>Lifeline</b> Whenever a creature is put into a graveyard and a creature is in play, return that creature from its graveyard to play at end of turn.	ART	R	***	●	U2
<b>Lotus Blossom</b> During your upkeep, you may put a petal counter on Lotus Blossom. ● Sacrifice Blossom. Add X mana of one color to your mana pool, where X is the number of petal counters on Blossom.	ART	R	***	●	U2
<b>Lotus Petal</b> ● Sacrifice Lotus Petal. Add one mana of any color to your mana pool. Banned!	ART	C	***	●	TM
<b>Magnetic Web</b> If a creature with a magnet counter attacks, all creatures with magnet counters that attacker controls attack if able and all creatures with magnet counters that defender controls block that creature if able. ● Put a magnet counter on target creature.	ART	R	**	●	TM
<b>Mana Vault</b> ● Add 3 to your mana pool. ● Untap Mana Vault. Use only during your upkeep. Does 1 damage to you if Vault is tapped at the end of your upkeep.	ART	R	***	●	LUR,4th,5th
<b>Manakion</b> Add one colorless mana to your mana pool. 1/1	AC	G	**	●	TM
<b>Medicine Bag</b> ● Choose and discard a card. Regenerate target creature.	ART	U	**	●	LUR,4th,5th
<b>Meekstone</b> Creatures with power greater than 2 do not untap during untap phase.	ART	R	***	●	EX
<b>Memory Crystal</b> All buyback costs are reduced by ●.	ART	R	***	●	EX
<b>Memory Jar</b> ● Sacrifice. Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.	ART	R	***	●	JL
<b>Metallic Silver</b> Metallic Silver counts as a silver. 1/1.	AC	C	**	●	TM
<b>Motopneume</b> When a spell or ability one of your opponents controls causes you to discard Met. response, put four 1/1 artifact Gnome tokens into play. ● Put a 1/1 artifact Gnome token into play.	ART	R	***	●	U2
<b>Milestone</b> ● Take the top 2 cards from target player's library and place them in that player's graveyard.	ART	L	***	●	AQ,4th,5th
<b>Mindless Automation</b> Comes into play with two +1/+1 counters. Discard a card. Put a -1/+1 counter on Automation. Remove 2 +1/+1 counters from Automation. Draw a card. D/O.	AC	R	***	●	EX
<b>Mishra's Helix</b> ● Tap X lands.	ART	R	***	●	L2
<b>Mobile Fort</b> Counts as a wall. ● Fort gets +3/-1 until end of turn and can attack this turn as though I were not a Wall. Play only once each turn. D/O	AC	U	***	●	J2
<b>Mogg Cannon</b> ● Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.	ART	U	**	●	TM
<b>Moxx Diamond</b> When Moxx Diamond comes into play, choose and discard a land card or sacrifice Moxx Diamond. Add one mana of any color to your mana pool.	ART	R	***	●	SH
<b>Mevyn's Disk</b> ● Destroy all non-land permanents. Comes into play tapped.	ART	R	***	●	LUR,4th,5th
<b>Nestle Scales</b> During each player's upkeep, return to owner's hand each creature that player controls with power greater than the number of cards in his or her hand.	ART	R	**	●	U2
<b>Null Brooch</b> ● Discard your hand. Counter target noncreature spell.	ART	R	***	●	EX
<b>Obelisk of Undoing</b> ● Take one of your permanents in play back to your hand.	ART	R	**	●	AQ, CH,5th
<b>Ornithopter</b> Flying. D/O. Despite what Tom Skizewski thinks, this card still sucks.	AC	U	**	●	AQ,4th,5th
<b>Patchwork Gnomes</b> Choose and discard a card. Regenerate Patchwork Gnomes. 2/1.	AC	U	**	●	TM
<b>Pearl Medallion</b> Your white spells cost ● less to play.	ART	R	**	●	TM
<b>Pentagram of the Ages</b> ● Prevent all damage done to you from one source.	ART	R	***	●	IA,5th
<b>Phryxian Colossus</b> Does not untap during your untap phase. Pay 8 life. Untap Phryxian Colossus. Cannot be blocked by fewer than three creatures. 8/8	AC	R	***	●	U2
<b>Phryxian Grimire</b> ● Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand.	ART	R	**	●	TM
<b>Phryxian Hulk</b> 5/4	AC	U	**	●	TM
<b>Phryxian Processor</b> When Processor comes into play, pay any amount of life. ● Put a Minton token into play. Treat this token as a black creature with power and toughness each equal to the original牌 life total.	ART	R	***	●	U2

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Phryxian Splicer</b> ● Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.	ART	U	***	●	TM
<b>Pit Trap</b> ● Sacrifice Trap: Bury target attacking creature without flying.	ART	U	***	●	J2
<b>Portcullis</b> Whenever any creature comes into play, if there are two or more other creatures in play, set that creature aside. If Portcullis leaves play, put the creature into play under its owner's control.	ART	R	***	●	SH
<b>Primal Clay</b> When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.	AC	U	***	●	AQ,4th,5th
<b>Puppet Strings</b> ● Tap or untap target creature.	ART	U	***	●	TM

## STUMPERS

by Collin Jackson

**Will Karmic Guide and Ashnod's Altar give me unlimited mana?**

**Under Fifth Edition rules, yes. You can use the mana ability of the Altar before the Karmic Guide's target is chosen, causing the Guide to return itself again and again. Under Sixth Edition rules, you need two Karmic Guides to get unlimited mana, because the target is chosen as soon as the Guide enters into play.**

<b>Purging Scythe</b> During your upkeep, Scythe deals 2 damage to the creature with the lowest toughness. You choose which one if there is a tie.	ART	R	**	●	U2
<b>Quicksilver Amulet</b> ● Choose a creature card in your hand and put that creature into play.	ART	R	***	●	UL
<b>Ring of Six</b> Echo. ● Tap target artifact creature, or land.	ART	R	**	●	UL
<b>Rod of Ruin</b> ● Do 1 damage to any target.	ART	U	***	●	LUR,4th,5th
<b>Ruby Medallion</b> Your red spells cost ● less to play.	ART	R	**	●	TM
<b>Sapphire Medallion</b> Your blue spells cost ● less to play.	ART	R	**	●	TM
<b>Scalding Tongues</b> During your upkeep, if you have three or fewer cards in your hand, Scalding Tongues deals 1 damage to target opponent.	ART	R	**	●	TM
<b>Scrapheap</b> Whenever an artifact or enchantment is put into your graveyard from play, gain 1 life.	ART	R	**	●	UL
<b>Scroll Rack</b> ● Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.	ART	R	***	●	TM
<b>Serpent Generator</b> ● Put a Poison Snake token, a 1/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter.	ART	R	***	●	LG, CH,5th
<b>Shapeshifter</b> =any number from 0 to 6. Choose "when Shapeshifter is cast and during each of your upkeeps." 7/(-).	AC	U	***	●	AQ,4th,5th
<b>Shifting Wall</b> Counts as a Wall. Shifting Wall comes into play with X +1/+1 counters on it. D/O.	AC	U	**	●	SH
<b>Sluit Catapult</b> ● Sacrifice a creature to do 2 damage to any target.	ART	U	**	●	IA,5th
<b>Skyshaper</b> Sacrifice. All creatures you control gain flying until end of turn.	ART	R	***	●	EX
<b>Smokestack</b> During your upkeep, you may put a counter on Smokestack. During each player's upkeep, that player sacrifices a permanent for each counter on Smokestack.	ART	R	**	●	U2
<b>Soul Net</b> ● Gain 1 life when a creature is placed in the graveyard.	ART	U	**	●	LUR,4th,5th
<b>Spellbook</b> Skip your discard phase.	ART	U	**	●	EX
<b>Sphere of Resistance</b> All spells cost an additional ● to play.	ART	R	**	●	EX
<b>Squeeze Toy</b> ● Prevent 1 damage to any creature. Set it? Squeeze Toy? Gnom.	ART	C	**	●	TM

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Static Orb</b> Players cannot untap more than two permanents during their untap phases.	ART	R	***	●	TM
<b>Sword of the Chosen</b> ● Target legend gets +2/+2 until end of turn.	ART	R	**	●	Sh
<b>Tawno's Weaponry</b> ● Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry during untap phase.	ART	U	***	●	AQ,4th,5th
<b>Telethopter</b> Tap a creature you control. Telethopter gains flying until end of turn. 3/1.	AC	U	**	●	TM
<b>Temporal Aperture</b> ● Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its casting cost.	ART	R	**	●	EX
<b>Thopter Squadron</b> Flying. Comes into play with 8 +1/+1 counters. Remove a counter. Put a 1/1 flying artifact creature Thopter token into play. Play as a sorcery. ● Sacrifice a Thopter. Put a -1/+1 counter on Squadron. Play as a sorcery. D/O.	AC	R	***	●	UL
<b>Thran Lens</b> All permanents are colorless.	ART	R	**	●	UL
<b>Thran War Machine</b> Echo. Thran War Machine attacks each turn if able. 4/5	AC	U	***	●	UL
<b>Thran Weaponry</b> Echo. You may choose not to untap Thran Weaponry during your untap phase. ● All creatures get +2/+2 as long as Thran Weaponry remains tapped.	ART	R	**	●	JL
<b>Thran Turbine</b> During your upkeep, you may add up to two colorless mana to your mana pool. This mana cannot be spent to play spells.	ART	U	**	●	U2
<b>Throne of Bones</b> ● Can 1 life each time a black spell is cast. Use only once per spell.	ART	L	**	●	LUR,4th,5th
<b>Thumbscrews</b> During your upkeep, if you have five or more cards in your hand, Thumbscrews deals 1 damage to target opponent.	ART	R	**	●	TM
<b>Ticking Gnomes</b> Echo. Sacrifice Ticking Gnomes. Ticking Gnomes deals 1 damage to target creature or player. 3/3.	AC	L	***	●	JL
<b>Time Bomb</b> Put a counter on Bomb during your upkeep. ● Sacrifice. Do X damage to each creature and player, where X is number of counters on Bomb.	ART	R	***	●	IA, 5th
<b>Torture Chamber</b> During your upkeep, put a counter on Chamber. At end of your turn, Chamber deals 1 damage to you for each counter on it. ● Remove all counters from Chamber. Chamber deals 1 damage for each counter on it to target creature.	ART	R	**	●	TM
<b>Transmogrifying Lizard</b> Counts as a Lizard. ● Lizard uses this ability and becomes a creature enchantment that reads "Enchanted creature gets +1/+1 and counts as an artifact." You may play ● to end this effect. 2/2	AC	J	**	●	EX
<b>Umblious</b> During each player's upkeep, that player pays 2 life or returns a permanent he controls to owner's hand.	ART	R	**	●	U2
<b>Urza's Armor</b> Whenever a source deals damage to you, that damage is reduced by 1.	ART	U	***	●	U2
<b>Urza's Avenger</b> ● Avenger gets -1/-1 and gains either flying, landing, first strike, or trample until end of turn. 4/4.	AC	R	***	●	AQ,4th,5th
<b>Urza's Bauble</b> ● Sacrifice. Look at a random card from opponent's hand. Cartrip.	ART	U	**	●	IA,5th
<b>Urza's Blueprints</b> Echo. Draw a card.	ART	R	***	●	UL
<b>Volrath's Laboratory</b> Choose a color and a creature type. ● Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.	ART	R	***	●	SH
<b>Voltic Key</b> ● Untap target artifact.	ART	U	***	●	U2
<b>Wall of Junk</b> Whenever Wall blocks, return it to owner's hand at end of combat. D/O.	AC	U	***	●	U2
<b>Wall of Spears</b> First strike, counts as a wall. 2/3	AC	G	**	●	AQ,4th,5th
<b>Watchdog</b> Blocks if able. If Watchdog is untapped, all creatures attacking you get -1/-1. 1/2.	ART	R	***	●	TM
<b>Wheel of Fortune</b> During each of your opponent's upkeeps, Wheel of Fortune deals 1 damage to that player for each card fewer than three in his or her hand.	ART	R	**	●	UL
<b>Whetstone</b> ● Each player puts the top two cards of his library into his graveyard.	ART	R	**	●	U2
<b>Winter Orb</b> Each player may only untap 1 land during his untap phase.	ART	R	***	●	LUR,4th,5th
<b>Wirecat</b> Wirecat cannot attack or block if an enchantment is in play. 4/3.	AC	J	**	●	U2
<b>Wooden Sphere</b> ● Gain 1 life for any green spell cast. Use only once per spell.	ART	U	**	●	LUR,4th,5th
<b>Workhorse</b> Comes into play with 4 +1/+1 counters. Remove a counter. Add one colorless mana to your mana pool. Play this ability as a mana source. D/O.	AC	R	**	●	EX
<b>Warm Powerstone</b> Comes into play tapped. ● Add two colorless mana to your mana pool.	ART	U	**	●	U2

BLACK					
<b>Abandon Hope</b> Choose and discard X cards. Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.	SDR	U	**	●	TM
<b>Abyssal Horror</b> Flying. When Horror comes into play, target player discards two cards. 2/2.	SC	R	**	●	U2
<b>Abyssal Specter</b> Flying. Opponent damaged by Specter must discard a card of his choice. 2/3	SC	J	**	●	IA,5th
<b>Animate Dead</b> Bring a creature from any graveyard into play on your side with 1 power. If Animate Dead leaves play, the creature is banished.	EN	U	**	●	LUR,4th,5th
<b>Ashes to Ashes</b> Remove two non-artifact creatures from the game and take 5 damage.	SDR	J	**	●	DK,4th,5th
<b>Bad Moon</b> All black creatures in play get +1/+1.	EN	R	**	●	LUR,4th,5th
<b>Befool</b> Destroy target and/or nonblack creature. A creature destroyed this way cannot be regenerated this turn.	SDR	C	**	●	U2
<b>Believing Fiend</b> Flying. Whenever Believing Fiend damages any creature, Believing Fiend deals 3 damage to that creature's controller and 3 damage to you. 3/3	SC	R	**	●	TM
<b>Bereavement</b> Whenever a green creature is put into a graveyard from play, its controller chooses and discards a card.	EN	U	**	●	U2

## MAGIC SET ABBREVIATIONS

AI Alliances	DK The Dark	HL Homelands	MG Mirage	UL Unlimited
AQ Antiquities	EX Exodus	IA Ice Age	PR Promo	UJ Urza's Legacy
AN Arabian Nights	FE Fallen Empires	L Limited	R Revised	UZ Urza's Saga
B Beta Limited	5th Fifth Edition	(Alpha & Beta)	SH Stronghold	VS Visions
CH Chronicles	4th Fourth Edition	LG Legends	TM Tempest	WL Weatherlight



# MAGIC

## The Gathering®

### Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Black Knight</b>	SC	U	***	●●	LUR.4th.5th
Protection from white, first strike 2/2.					
<b>Blight</b>	EL	U	●●	●●	LG.4th.5th
If target land is tapped, destroy it at end of turn.					
<b>Blood Pet</b>	SC	C	●●	●●	TM
Sacrifice Blood Pet: Add ●● to your mana pool. 1/1.					
<b>Blood Vassal</b>	SC	C	●●	●●	UZ
Sacrifice Vassal: Add ●● to your mana pool. 2/2.					
<b>Bog Imp</b>	Flyng	U	1/1	●●	DK.4th.5th
Flying 1/1. You won't find clever guys like this one in <i>Duelist</i> or <i>Slayes</i> .					
<b>Bog Raiders</b>	SC	C	●●	●●	UZ
Swampwalk 2/2.					
<b>Bog Rats</b>	SC	C	●●	●●	DK.4th.5th
Cannot be blocked by walls. 1/1.					
<b>Bog Wraith</b>	SC	U	●●	●●	LUR.4th.5th
Swampwalk 3/3. Quip is one of 11 four-letter Q-words. Quip is not one of them.					
<b>Bone Shredder</b>	SC	L	●●	●●	UL
Flying; each, When Shredder comes into play, destroy target nonartifact, nonblack creature 1/1.					
<b>Bottomless Pit</b>	EN	U	●●	●●	SH
During each player's upkeep, that player discards a card at random.					
<b>Bounty Hunter</b>	SC	R	●●	●●	TM
●●: Put a bounty counter on target nonblack creature. ●●: Destroy target creature with any bounty counters on it. 2/2.					
<b>Breach</b>	INS	C	●●	●●	UZ
Target creature gets +2/+0 until end of turn. That creature cannot be blocked except by artifact creatures and black creatures this turn.					
<b>Breeding Pit</b>	EN	U	●●	●●	FE.5th
Put a 0/1 Thrull token in play at the end of each of your turns. Pay ●● during upkeep or bury Breeding Pit.					
<b>Brink of Madness</b>	EN	R	●●	●●	UL
During your upkeep, if you have no cards in hand, sacrifice Brink of Madness and target opponent discards his or her hand.					
<b>Broken Visage</b>	INS	R	●●	●●	HL.5th
Bury target non-artifact attacking creature and put into play a black creature with power and toughness equal to target creature. Bury token at end of turn.					
<b>Brush with Death</b>	SDR	C	●●	●●	SH
Buyback ●●. Target opponent loses 2 life. You gain 2 life.					
<b>Cackling Fiend</b>	SC	C	●●	●●	UZ
When Fiend comes into play, each of your opponents discards a card. 2/1.					
<b>Cannibalize</b>	SDR	C	●●	●●	SH
Choose two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other.					
<b>Carnophage</b>	SC	C	●●	●●	EX
During your upkeep, pay 1 life or tap Carnophage. 2/2.					
<b>Carrian Ants</b>	SC	J	●●	●●	LG.4th.5th
●●: +1/+1 until end of turn. D/1.					
<b>Carrian Beetles</b>	SC	C	●●	●●	UZ
●●: Remove from the game up to three target cards in one graveyard. 1/1.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Coffin Queen</b>	SC	R	●●	●●	TM
You may leave Queen tapped. ●●: Put target creature from any graveyard into play under your control. Remove creature from the game if Coffin Queen becomes untapped or if you use control of Coffin Queen. 1/1.					
<b>Commander Grevin #Vec SL</b>	R	●●	●●	●●	TM
When Commander Grevin #Vec comes into play, sacrifice a creature. Grevin cannot be blocked except by artifact creatures and black creatures. 7/5.					
<b>Contamination</b>	EN	R	●●	●●	UZ
During your upkeep, sacrifice a creature or sacrifice Contamination. Whenever a land is tapped for mana, it produces ●● instead of its normal type and amount.					
<b>Corpse Dance</b>	INS	R	●●	●●	TM
Buyback ●●. Put top creature from your graveyard into play. Creature is unaffected by summoning sickness this turn and is removed from the game at end of turn.					
<b>Corrupt</b>	SDR	C	●●	●●	UZ
Corrupt deals 1 damage to target creature or player for each swamp you control. You gain life equal to the damage dealt.					
<b>Corrupting Lizard</b>	SC	U	●●	●●	SH
●●: Corrupting Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures" instead of a creature. Move Corrupting Lizard onto target creature. You may pay ●● to end this effect. 2/2.					
<b>Crazed Skirge</b>	SC	U	●●	●●	UZ
Flying. Unaffected by summoning sickness. 2/2.					
<b>Crovax the Cursed</b>	SL	R	●●	●●	SH
Counts as a Vampire. Comes into play with four +1/+1 counters. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crovax, or remove a +1/+1 counter from Crovax. ●●: Crovax gains flying until end of turn. D/1.					
<b>Culling the Weak</b>	MS	C	●●	●●	EX
Sacrifice a creature: Add ●● to your mana pool.					
<b>Cursed Flesh</b>	EC	C	●●	●●	EX
Creature gets 1/-1 and can only be blocked by artifact and black creatures.					
<b>Cursed Land</b>	EL	U	●●	●●	LUR.4th.5th
Do 1 damage to controller of target land during upkeep.					
<b>Dark Banishing</b>	INS	C	●●	●●	I.A.M.G.TM
Bury target black creature.					
<b>Dark Hatching</b>	SC	R	●●	●●	UZ
Flying. When Hatching comes into play, bury target nonblack creature. 3/3.					
<b>Dark Ritual</b>	MS	C	●●	●●	LUR.4th.5th
Add ●● to your mana pool.					
<b>Darkest Hour</b>	EN	R	●●	●●	UZ
All creatures are black.					
<b>Darkling Stalker</b>	SC	C	●●	●●	TM
●●: Regenerate Stalker. ●●: Stalker gets +1/+1 until end of turn. 1/1.					
<b>Dauthi Cutthroat</b>	SC	U	●●	●●	EX
Shadow. ●●: Destroy target creature with shadow. 1/1.					
<b>Dauthi Embrace</b>	EN	U	●●	●●	TM
●●: Target creature gains shadow until end of turn.					
<b>Dauthi Ghoul</b>	SC	U	●●	●●	TM
Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul. 1/1.					
<b>Dauthi Horror</b>	SC	C	●●	●●	TM
Shadow. Dauthi Horror cannot be blocked by white creatures. 2/1.					
<b>Dauthi Jackal</b>	SC	C	●●	●●	EX
Shadow. ●●: Sacrifice Jackal. Destroy target blocking creature. 2/1.					
<b>Dauthi Marauder</b>	SC	C	●●	●●	TM
Shadow. 3/1.					
<b>Dauthi Mercenary</b>	SC	U	●●	●●	TM
Shadow. ●●: Dauthi Mercenary gets +1/+0 until end of turn. 2/1.					
<b>Dauthi Mindripper</b>	SC	C	●●	●●	TM
Shadow. Sacrifice Dauthi Mindripper. Defending player chooses and discards three cards. Use only when Mindripper is attacking and unblocked. 2/1.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Derelor</b>	SC	R	●●	●●	FE.5th
Your black spells cost an additional 4/4.					
<b>Despondency</b>	EC	C	●●	●●	UZ
Enchanted Creature gets 2/-0. When Despondency is put into a graveyard from play, return it to owner's hand.					
<b>Diabolic Edict</b>	INS	C	●●	●●	TM
Target player sacrifices a creature.					
<b>Diabolic Servitude</b>	EN	U	●●	●●	UZ
When Servitude comes into play, choose target creature in your graveyard and put it into play. When the chosen creature is put into a graveyard, remove the creature from the game and return Servitude to owner's hand. When Servitude leaves play, remove the chosen creature from the game.					
<b>Discordant Dirge</b>	EN	R	●●	●●	UZ
During your upkeep you may put a verse counter on Discordant Dirge. ●●: Sacrifice Dirge. ●●: Look at target opponent's hand and choose and discard up to X of those cards, where X is the number of verse counters on Dirge.					
<b>Disturbed Burial</b>	SDR	C	●●	●●	TM
Buyback ●●. Return target creature from your graveyard to your hand.					
<b>Drain Life</b>	SC	C	●●	●●	LUR.4th.5th
Do 1 damage to target for each ●● spent above casting cost. Gain 1 life for each damage you deal. You cannot gain more life than target's current toughness.					
<b>Dread of Night</b>	EN	U	●●	●●	TM
All white creatures get -1/-1.					
<b>Dregs of Sorrow</b>	SDR	R	●●	●●	TM
Destroy X target nonblack creatures. Draw X cards.					
<b>Drudge Skeletons</b>	SC	C	●●	●●	L.R.4th.5th
●●: Regenerate 1/1.					
<b>Dungeon Shade</b>	SC	C	●●	●●	SH
Flying. ●●: Dungeon Shade gets +1/+1 until end of turn. 1/1.					
<b>Duress</b>	SDR	C	●●	●●	UZ
Look at target opponent's hand and discard a noncreature, nonland card there.					
<b>Eastern Paladin</b>	SC	R	●●	●●	UZ
●●: Destroy target green creature. 3/3.					
<b>Endless Scream</b>	EC	C	●●	●●	TM
Enchanted creature gets +X/+0.					
<b>Enfeeblement</b>	EC	C	●●	●●	MS.TM
Enchanted creature gets -2/-2.					
<b>Engineered Plague</b>	EN	U	●●	●●	LL
When Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.					
<b>Entropic Specter</b>	SC	R	●●	●●	EX
Flying. Entropic Specter has power and toughness each equal to the number of cards in target opponent's hand. If Entropic Specter damages any player, that player chooses and discards a card. 7/7.					
<b>Erg Raiders</b>	SC	C	●●	●●	AN.R.4th.5th
Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.					
<b>Evil Eye of Orms-By-Gore</b>	SC	R	●●	●●	LG.5th
Your creatures may not attack, except for Evil Eyes. May only be blocked by walls. 3/5.					
<b>Evil Presence</b>	EL	U	●●	●●	LUR.4th.5th
Target land is now a basic swamp.					
<b>Evincar's Justice</b>	SDR	C	●●	●●	TM
Buyback ●●. Evincar's Justice deals 2 damage to each creature and player.					
<b>Eviscerator</b>	SDR	R	●●	●●	UL
Protection from white. When Eviscerator comes into play, lose 5 life. 5/5.					
<b>Exhume</b>	SDR	C	●●	●●	UZ
Each player chooses a creature card in his or her graveyard and puts it into play.					
<b>Expunge</b>	INS	C	●●	●●	LZ
Bury target nonartifact, nonblack creature. Cycling ●●.					
<b>Extinction</b>	SDR	R	●●	●●	TM
Destroy all creatures of any creature type of your choice.					
<b>Fallen Angel</b>	SC	L	●●	●●	LG.5th
Sacrifice a creature: Fallen Angel gains +2/+1 until end of turn. 3/3.					
<b>Fear</b>	EC	C	●●	●●	L.R.4th.5th
Only black or artifact creatures may block target creature.					
<b>Fevered Convulsions</b>	EN	R	●●	●●	TM
●●: Put a -1/-1 counter on target creature.					
<b>Flesh Reaver</b>	SC	U	●●	●●	UZ
Whenever Reaver successfully deals damage to a creature or opponent, Reaver deals an equal amount of damage to you. 4/4.					
<b>Fog of Gnats</b>	SC	C	●●	●●	UL
●●: Regenerate Fog of Gnats. 1/1.					
<b>Foul Imp</b>	SC	C	●●	●●	SH
Flying. When Foul Imp comes into play, lose 2 life. 2/2.					
<b>Frozen Shade</b>	SC	C	●●	●●	L.R.4th.5th
●●: +1/+1 until end of turn. D/1.					
<b>Fugue</b>	SDR	U	●●	●●	EX
Target player chooses and discards three cards.					
<b>Funeral March</b>	EC	C	●●	●●	HL.5th
When target creature leaves play, that creature's controller must sacrifice a creature. Ignore this effect if he controls no other creatures.					
<b>Giant Cockroach</b>	SC	C	●●	●●	UL
4/2.					
<b>Gloom</b>	EN	U	●●	●●	LUR.4th.5th
White spells and white enchantment costs now require an extra ●●.					
<b>Gravedigger</b>	SC	C	●●	●●	TM
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.					
<b>Grave Pact</b>	EN	R	●●	●●	SH
Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.					
<b>Greater Werewolf</b>	SC	C	●●	●●	HL.5th
After combat, put a -D/-2 counter on all creatures that blocked werewolf. 2/4.					
<b>Grollob</b>	SC	C	●●	●●	EX
For each 1 damage dealt to Grollob, each opponent gains 1 life. 3/3.					
<b>Hatred</b>	INS	R	●●	●●	EX
Pay X life: Target creature gets +X/+0 until end of turn.					
<b>Hecatomb</b>	EN	R	●●	●●	IA.5th
Sacrifices four creatures when Hecatomb comes into play. ●●: Tap a swamp you control to have Hecatomb deal 1 damage to any target.					
<b>Hollow Dogs</b>	SC	C	●●	●●	UZ
Whenever Dogs attacks, it gets +2/+0 until end of turn. 3/3.					
<b>Howl from Beyond</b>	INS	C	●●	●●	LUR.4th.5th
Target creature gains +X/+0 until end of turn.					
<b>Ill-Gotten Gains</b>	SDR	R	●●	●●	UZ
Remove Ill-Gotten Gains from the game. A player discards their hands, then each player puts up to three cards from his or her graveyard into his or her hand.					

## CLASSIC COMBOS





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<b>Imp's Taunt</b>	INS	U	..	●●	TM
● Buyback ●●●●● Target creature attacks this turn if able.					
<b>Initiates of the Ebony Hand</b>	SC	C	***	●●●●	FE 5th
● Add ●● to your mana pool. Buy Initiates if more than ●● is spent this way in one turn. 1/1.					
<b>Keeper of the Dead</b>	SC	U	***	●●●●	EX
●●●● Destroy target nonblack creature. Play this ability only if that creature's controller has at least two fewer creature cards in his or her graveyard than you have in yours. 1/2.					
<b>Kezzdrinx</b>	SC	R	***	●●●●	TM
First strike. During your upkeep, if your opponents control no creatures, Kezzdrinx deals 4 damage to you. 4/4.					
<b>Kjeldoran Dead</b>	SC	C	***	●●●●	IA 5th
You must sacrifice a creature when Dead comes into play. Regenerate. 3/1.					
<b>Knight of Dusk</b>	SC	U	***	●●●●	TM
●●●● Destroy target creature blocking Knight of Dusk. 2/2.					
<b>Knights of Stromgald</b>	SC	B	***	●●●●	IA 5th
Protection from white. ●●●● +1/+0. ●●●● First strike. 2/1.					
<b>Krovikan Fetish</b>	FC	C	***	●●●●	IA 5th
Target creature gets +1/+1. Cantrip. ●●●●					
<b>Lab Rats</b>	SC	C	***	●●●●	SH
Buyback ●●●● Put a 1/1 black rat token into play.					
<b>Leeching Lizard</b>	SC	L	***	●●●●	TM
●●●● Lizard uses this ability and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Lizard deals 1 damage to that player" instead of a creature. You may pay ●● to end this effect. 2/2.					
<b>Leshrac's Rite</b>	FC	U	***	●●●●	IA 5th
Enchanted creature gains swampwalk.					
<b>Living Death</b>	SC	R	***	●●●●	TM
Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside into play.					
<b>Looming Shade</b>	SC	C	***	●●●●	UZ
●●●● Shade gets +1/+1 until end of turn 1/1.					
<b>Lord of the Pit</b>	SC	R	***	●●●●	LUR 4th/5th
Flying. Trample. During your upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit deals 7 damage to you. 7/7.					
<b>Lost Soul</b>	SC	C	***	●●●●	LG 4th/5th
Swampwalk. 2/1.					
<b>Lurking Evil</b>	EN	R	***	●●●●	UZ
Pay half your life: Evil becomes a 4/4 creature with flying that counts as a Horror.					
<b>Lurking Skirge</b>	EN	R	***	●●●●	UZ
When a creature is put into one of your opponents' graveyards, Skirge becomes a 3/2 creature with flying that counts as an Imp.					
<b>Maddening Imp</b>	SC	R	***	●●●●	TM
Flying. ●●●● All non-Wall creatures target; opponent controls attack this turn if able. At end of turn destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat. 1/1.					
<b>Mana Leech</b>	SC	U	***	●●●●	UZ
You may choose not to untap Leech. ●●●● Tap target and. As long as Leech remains tapped, that and does not untap during its controller's untap phase. 1/1.					
<b>Marsh Lurker</b>	SC	C	***	●●●●	TM
Sacrifice a swamp. Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures. 3/2.					
<b>Megrim</b>	EN	U	***	●●●●	SH
Whenever any opponent discards a card, Megrim deals 2 damage to him.					
<b>Mind Maggots</b>	SC	J	***	●●●●	EX
When Maggots comes into play, discard any number of creature cards. For each card discarded this way, put two +1/+1 counters on Maggots. 2/2.					
<b>Mind Peel</b>	SC	U	***	●●●●	SH
Buyback ●●●● Target player chooses and discards a card.					
<b>Mind Ravel</b>	SC	C	***	●●●●	IA 5th
Target player must discard a card. Draw a card at the beginning of the next turn.					
<b>Mind Warp</b>	SC	U	***	●●●●	IA 5th
Look at a player's hand and make him discard X cards of your choice.					
<b>Mindstab Thrull</b>	SC	C	***	●●●●	FE 5th
If Thrull attacks and is not blocked, you may have it deal no damage and sacrifice it to force the defender to discard three cards. 2/2.					
<b>Mindwarper</b>	SC	R	***	●●●●	SH
Comes into play with three +1/+1 counters. ●●●● Remove a +1/+1 counter; Target player chooses and discards a card. Play this ability as a sorcery. 0/0.					
<b>Minwhip Silver</b>	SC	U	***	●●●●	TM
Each Silver gets "●●●● Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery." 2/2.					
<b>Minion of the Wastes</b>	SC	R	***	●●●●	TM
Trample. When you play Minion of the Wastes, pay any amount of life. Minion has power and toughness equal to that amount. 1/1.					
<b>Morgue Thrull</b>	SC	C	***	●●●●	SH
Sacrifice Thrull. Put the top three cards of your library into your graveyard. 2/2.					
<b>Mortality</b>	EN	R	***	●●●●	SH
Whenever any creature is put into your graveyard from play, put that creature on top of your library.					
<b>Murk Dwellers</b>	SC	C	***	●●●●	DK 4th/5th
If Murk Dwellers attack and is not blocked, it gains +2/-0. 2/2.					
<b>Nausea</b>	SC	C	***	●●●●	EX
All creatures get -1/-1 until end of turn.					
<b>Necrite</b>	SC	C	***	●●●●	FE 5th
If Necrite attacks and isn't blocked, you may have it deal no damage and sacrifice it to buy a target creature controlled by the defending player. 2/2.					
<b>Necrologia</b>	INS	U	***	●●●●	EX
Play Necrologia only during your discard phase. Pay 1 life. Draw X cards.					
<b>Necropotence</b>	EN	R	***	●●●●	IA 5th
Skip your draw phase. ●●●● Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next discard phase.					
<b>Nether Shadow</b>	SC	R	***	●●●●	LUR 4th/5th
If three creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1.					
<b>Nightmare</b>	SC	R	***	●●●●	LUR 4th/5th
Flying. Power and toughness equal number of swamp controller has. 7/7.					
<b>No Mercy</b>	EN	R	***	●●●●	UL
Whenever a creature successfully deals damage to you, destroy it.					
<b>No Rest for the Wicked</b>	EN	U	***	●●●●	UZ
Sacrifice No Rest. Return to your hand all creature cards put into your graveyard from play this turn.					
<b>Oath of Ghoul</b>	EN	R	***	●●●●	EX
During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard, the player may return a creature card from his graveyard to his hand.					
<b>Oppression</b>	EN	R	***	●●●●	UZ
Whenever a player successfully casts a spell, that player discards a card.					

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<b>Order of Yawgmoth</b>	SC	U	***	●●●●	UZ
Order cannot be blocked except by black or artifact creatures. Whenever Order deals damage to a player, that player chooses and discards a card. 2/2.					
<b>Ostracize</b>	SC	C	***	●●●●	UL
Look at target opponent's hand and choose a creature card there. That player discards that card.					
<b>Paralyze</b>	EC	C	***	●●●●	LUR 4th/5th
Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend ●● to untap during upkeep.					
<b>Parasite Bond</b>	EC	U	***	●●●●	UZ
During upkeep of enchanted creature's controller, Bond deals 2 damage to that player.					
<b>Perish</b>	SC	U	***	●●●●	TM
Destroy all green creatures. Those creatures cannot be regenerated this turn.					

## STUMPERS



I just cast Frantic Search, but there are no cards in my hand. Can I discard the two cards I draw to activate the Skirge Familiar's mana ability?

Under Fifth Edition rules, yes, because there is a "then" in Frantic Search's text between drawing and discarding. Under Sixth Edition, no, because you cannot use mana abilities during the resolution of a spell unless an effect requires you to pay mana.

<b>Persecute</b>	SC	R	***	●●●●	UZ
Choose a color. Look at target player's hand and discard all cards of chosen color.					
<b>Pestilence</b>	EN	C	***	●●●●	LUR 4th/5th
At the end of each turn, if no creatures are in play, sacrifice Pestilence. ●●●● Pestilence deals 1 damage to each creature and player.					
<b>Phyrexian Broodlings</b>	SC	C	***	●●●●	UL
●●●● Sacrifice a creature. Put a +1/+1 counter on Broodlings. 2/2.					
<b>Phyrexian Debaser</b>	SC	C	***	●●●●	UL
Flying. ●●●● Sacrifice: Target creature gets -2/-2 until end of turn. 2/2.					
<b>Phyrexian Defiler</b>	SC	U	***	●●●●	UL
●●●● Sacrifice: Target creature gets -3/-3 until end of turn. 3/3.					
<b>Phyrexian Denouncer</b>	SC	C	***	●●●●	UL
●●●● Sacrifice: Target creature gets -1/-1 until end of turn. 1/1.					
<b>Phyrexian Ghoul</b>	SC	C	***	●●●●	UL
Sacrifice a creature. Ghoul gets +2/+2 until end of turn. 2/2.					
<b>Phyrexian Plaguelord</b>	SC	R	***	●●●●	UL
●●●● Sacrifice: Target creature gets -4/-4 until end of turn. Sacrifice a creature; Target creature gets -1/-1 until end of turn. 4/4.					
<b>Phyrexian Reclamation</b>	EN	U	***	●●●●	UL
●●●● Pay 2 life. Return target creature card from your graveyard to your hand.					
<b>Pit Imp</b>	SC	C	***	●●●●	TM
Flying. ●●●● Pit Imp gets -1/-4 until end of turn. You cannot spend more than ●● in this way each turn. 0/1.					
<b>Pit Scorpion</b>	SC	C	***	●●●●	LG 4th/5th
If Scorpion damages opponent, opponent gets 1 poison counter. 1/1.					
<b>Pit Spawn</b>	SC	R	***	●●●●	EX
First strike. During your upkeep, pay ●● or sacrifice Pit Spawn. If Pit Spawn damages any creature, remove that creature from the game. 8/4.					
<b>Plague Beetle</b>	SC	C	***	●●●●	UL
Swampwalk. 1/1.					
<b>Plague Rats</b>	SC	C	***	●●●●	LUR 4th/5th
Power and toughness equal number of Plague Rats in play. 7/7.					
<b>Plaguebearer</b>	SC	R	***	●●●●	EX
●●●● Destroy target nonblack creature with casting cost equal to X. 1/1.					
<b>Planar Void</b>	EN	U	***	●●●●	UZ
Whenever a card is put into a graveyard, remove that card from the game.					
<b>Pox</b>	SC	R	***	●●●●	IA 5th
Each player sacrifices 1/3 of the life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.					
<b>Priest of Gix</b>	SC	U	***	●●●●	UZ
When Priest of Gix comes into play, add ●●●● to your mana pool. 2/1.					
<b>Rabid Rats</b>	SC	C	***	●●●●	SH
●●●● Target blocking creature gets 1/-1 until end of turn. 1/1.					
<b>Rag Man</b>	SC	R	***	●●●●	DK 4th/5th
●●●● Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.					
<b>Rain of Filth</b>	INS	U	***	●●●●	UZ
Each land you control gains "Sacrifice. Add ●● to your pool" until end of turn.					
<b>Rain of Tears</b>	SC	U	***	●●●●	TM
Destroy target land.					

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<b>Raise Dead</b>	SC	C	***	●●●●	LUR 4th/5th
Bring a creature from your graveyard into your hand.					
<b>Rank and File</b>	SC	U	***	●●●●	UL
When Rank comes into play, all green creatures get 1/1 until end of turn. 3/3.					
<b>Rats of Rath</b>	SC	C	***	●●●●	TM
●●●● Destroy target artifact, creature, or land you control. 2/1.					
<b>Revenant Skirge</b>	SC	C	***	●●●●	UZ
Flying. Whenever Skirge attacks, it gets +2/+0 until end of turn. 1/1.					
<b>Reanimate</b>	SC	U	***	●●●●	TM
Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.					
<b>Reckless Spite</b>	INS	J	***	●●●●	TM
Destroy two nonblack creatures. Lose 5 life.					
<b>Reclusive Wight</b>	SC	U	***	●●●●	UZ
During your upkeep, if you control any other nonland permanents, sacrifice Wight. 4/4.					
<b>Recurring Nightmare</b>	EN	R	***	●●●●	EX
Sacrifice a creature. Return Recurring Nightmare to owner's hand. Put target creature card from your graveyard into play. Play this ability as a sorcery. Barred!					
<b>Repurpose</b>	SC	R	***	●●●●	UZ
Sacrifice any number of artifacts, creatures and/or lands and draw a card for each one sacrificed this way.					
<b>Revenant</b>	SC	R	***	●●●●	SH
Flying. Revenant has power and toughness each equal to the number of creature cards in your graveyard. 7/7.					
<b>Sadistic Bleed</b>	EC	C	***	●●●●	TM
Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.					
<b>Sanguine Guard</b>	SC	U	***	●●●●	UZ
First strike. ●●●● Regenerate. 2/2.					
<b>Sarcasmancy</b>	EN	R	***	●●●●	TM
Put a 2/2 black Zombie token into play. During your upkeep, if there are no Zombies in play, Sarcasmancy deals 1 damage to you.					
<b>Scare Tactics</b>	INS	C	***	●●●●	EX
All creatures you control get +1/+0 until end of turn.					
<b>Scare Zombies</b>	SC	C	***	●●●●	LUR 4th/5th
2/2. 2/2/2.					
<b>Screaming Harpy</b>	SC	U	***	●●●●	TM
Flying. ●●●● Regenerate. Screaming Harpy 2/2.					
<b>Sengir Autocrat</b>	SC	R	***	●●●●	HL 5th
When Autocrat comes into play, put three 0/1 black creatures into play. 2/2.					
<b>Serpent Warrior</b>	SC	C	***	●●●	
When Serpent Warrior comes into play, cast 3 life. 3/3.					
<b>Servant of Vorath</b>	SC	C	***	●●●	
If Servant of Vorath leaves play, sacrifice a creature. 3/3.					
<b>Sick and Tired</b>	INS	C	***	●●●	
Two target creatures each get -1/-1 until end of turn.					
<b>Sicken</b>	EC	C	***	●●●	
Enchanted creature gets -1/-1. Cycling.					
<b>Skeleton Scavengers</b>	SC	R	***	●●●●	
Skeleton Scavengers comes into play with one +1/+1 counter on it. Pay 1 life for each +1/+1 counter on Skeleton Scavengers. Regenerate Skeleton Scavengers and put a +1/+1 counter on it. 0/0.					
<b>Skirge Familiar</b>	SC	U	***	●●●●	
Flying. Choose and discard a card. Add ●● to your mana pool. 3/2.					
<b>Skittering Skirge</b>	SC	C	***	●●●●	
Flying. When you successfully cast a creature spell, sacrifice Skirge. 3/2.					
<b>Skyshroud Vampire</b>	SC	U	***	●●●●	
Flying. Discard a creature card. Vampire gets +2/+2 until end of turn. 3/3.					
<b>Slaughter</b>	INS	J	***	●●●●	
Regicide—Pay 4 life. Destroy target nonblack creature. That creature cannot be regenerated this turn.					
<b>Sleeper Agent</b>	SC	R	***	●●●●	
When Agent comes into play, target opponent gains control of it. During your upkeep, Agent deals 2 damage to you. 3/3.					
<b>Sleeper's Guile</b>	EC	C	***	●●●●	
Enchanted creature cannot be blocked except by artifact creatures and black creatures. When Sleeper's Guile is put into a graveyard from play, return Sleeper's Guile to owner's hand.					
<b>Sorceress Queen</b>	SC	R	***	●●●●	ANR 4th/5th
●●●● Target creature becomes 0/2 until end of turn. 1/1.					
<b>Souldrinker</b>	SC	U	***	●●●●	
Pay 3 life. Put a +1/+1 counter on Souldrinker. 2/2.					
<b>Spike Cannibal</b>	SC	C	***	●●●●	
Comes into play with one +1/+1 counter. When Cannibal comes into play, move all +1/+1 counters from all creatures onto Cannibal. 0/0.					
<b>Spinal Graft</b>	EC	C	***	●●●●	
Enchanted creature gets +3/+3 if enchanted creature is the target of a spell or ability, destroy the creature. Creature cannot regenerate this turn.					
<b>Spined Fluke</b>	SC	U	***	●●●●	
When Fluke comes into play, sacrifice a creature. ●●●● Regenerate. 5/1.					
<b>Stronghold Cabal</b>	SC	R	***	●●●●	IA 5th
●●●● Pay 1 life to counter a white spell. 2/2.					
<b>Stronghold Assassin</b>	SC	R	***	●●●●	
●●●● Sacrifice a creature. Destroy target nonblack creature. 2/1.					
<b>Stronghold Tactician</b>	SC	J	***	●●●●	
All other black creatures get -1/-1. 4/3.					
<b>Subversion</b>	EN	R	***	●●●●	
During your upkeep, each of your opponents loses 1 life. Gain 1 life for each 1 lost this way.					
<b>Swat</b>	INS	C	***	●●●●	
Destroy target creature with power 2 or less. Cycling.					
<b>Tainted Ether</b>	EN	R	***	●●●●	
Whenever a creature comes into play, its controller sacrifices a creature or land.					
<b>Terror</b>	INS	C	***	●●●●	LUR 4th/5th
Bury target creature. Cannot target black or artifact creatures.					
<b>Tethered Skirge</b>	SC	C	***	●●●●	
Flying. Whenever Skirge becomes the target of a spell or ability, lose 1 life. 2/2.					
<b>Thrill Retainer</b>	EC	U	***	●●●●	FE
One target +1/+1. Sacrifice Retainer to regenerate the creature.					
<b>Thrill Surgeon</b>	SC	C	***	●●●●	
●●●● Sacrifice Surgeon. Look at target player's hand and choose one of those cards. That player discards that card. Play this ability as a sorcery. 1/1.					
<b>Torment</b>	EC	C	***	●●●●	
Enchanted creature gets -3/-0.					
<b>Torture</b>	EC	C	***	●●●●	HL 5th
●●●● Place a -1/-1 token on creature. Torture enchants.					
<b>Tortured Existence</b>	EN	C	***	●●●●	
●●●● Choose and discard a creature card. Return target creature card from your graveyard to your hand.					
<b>Touch of Death</b>	SOR	C	***	●●●●	IA 5th
Do 1 damage to any player and gain 1 life. Cantrip.					



NAME	KIND	CR	RATING	COST	SETS FOUND
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NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Treachorous Link</b>	EC	U	..	●●●●	UL
Redirect to its controller all damage dealt to enchanted creature.					
<b>Unearth</b>	SDR	C	...	●●●●	UL
Choose target creature card in your graveyard with total casting cost 3 or less and put that creature into play. Cycling.					
<b>Unholy Strength</b>	EC	C	...	●●●●	L,U,R,4th,5th
Target creature gains +2/+1.					
<b>Unnerve</b>	SDR	C	...	●●●●	U,Z
Each of your opponents chooses and discards two cards.					
<b>Unworthy Dead</b>	SC	C	...	●●●●	U,Z
● Regenerate. 1/1.					
<b>Vampire Bats</b>	SC	C	..	●●●●	L,G,4th,5th
Flying. ● Give Bats +1/+0 until end of turn. Only ●●●● may be spent this way per turn. 0/1.					
<b>Vampire Hounds</b>	SC	C	...	●●●●	EX
Choose and discard a creature card. Hounds gets +2/+2 until end of turn. 2/2.					
<b>Vampiric Embrace</b>	EC	U	...	●●●●	U,Z
Enchanted creature gets +2/+2 and flying. Whenever a creature successfully dealt damage by enchanted creature this turn is put into a graveyard, put a +1/+1 counter on enchanted creature.					
<b>Veblud</b>	SC	R	...	●●●●	U,Z
Comes into play with one +1/+1 counter on it. During your upkeep, you may put a +1/+1 counter on Veblud. When Veblud attacks or blocks, destroy it at end of combat. 0/0.					
<b>Victimize</b>	SDR	U	...	●●●●	U,Z
Choose two target creature cards in your graveyard. Sacrifice a creature and put the two chosen creatures into play tapped.					
<b>Vile Requiem</b>	EN	U	...	●●●●	U,Z
During your upkeep, you may put a counter on Requiem. ●●●● Sacrifices Requiem. Destroy up to X target nonblack creatures, where X is the number of counters on Requiem. Those creatures cannot be regenerated this turn.					
<b>Volrath's Dungeon</b>	EN	R	...	●●●●	EX
Any player may pay 5 life during his or her turn to destroy Volrath's Dungeon. Choose and discard a card: Target player chooses a card in his hand and puts that card on top of his library. Play this ability as a sorcery.					
<b>Wall of Bone</b>	SC	U	...	●●●●	L,U,R,4th,5th
● Regenerate Wall of Bone. 1/4.					
<b>Wall of Souls</b>	SC	U	...	●●●●	SH
Whenever Wall of Souls is dealt combat damage. It deals an equal amount of damage to target opponent. 0/4.					
<b>Warp Artifact</b>	EA	R	...	●●●●	L,U,R,4th,5th
Do 1 damage to target artifact's controller during Lpkeep.					
<b>Weakness</b>	EC	C	..	●●●●	L,U,R,4th,5th
Target creature loses -2/-1.					
<b>Western Paladin</b>	SC	R	...	●●●●	U,Z
●●●● Destroy target white creature. 3/3.					
<b>Witch Engine</b>	SC	R	...	●●●●	U,Z
Swamwark. ● Adic ●●●● to your mare pool. Target opponent gains control of Wlton Engine 4/4.					
<b>Wretched, The</b>	SC	R	...	●●●●	L,G,4th,5th
After combat, take control of all creatures blocking The Wretched. Lose control of such creatures if Wretched leaves play or your control. 2/5.					
<b>Xenic Portageist</b>	SC	R	...	●●●●	AQ,4th,5th
● Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.					
<b>Yawgmoth's Edict</b>	EN	U	...	●●●●	U,Z
Whenever one of your opponents successfully casts a white spell, that player loses 1 life and you gain 1 life.					
<b>Yawgmoth's Will</b>	SDR	R	...	●●●●	U,Z
Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game.					
<b>Zombie Master</b>	SC	R	...	●●●●	L,U,R,4th,5th
All zombies in play gain swamwark and may regenerate for ●/2/3.					

## BLUE

<b>Academy Researchers</b>	SC	L	...	●●●●	U,Z
Academy Researchers comes into play, you may choose an ancient creature card in your hand and put that enchantment into play on Researchers. 2/2.					
<b>Aether Storm</b>	EN	U	...	●●●●	HL,5th
No summer spells may be cast. Anyone may pay 4 life to aury Storm.					
<b>Aether Tide</b>	SDR	C	...	●●●●	EX
Discard X creature cards: Return X target creatures to their owner's hand.					
<b>Air Elemental</b>	SC	U	...	●●●●	L,U,R,4th,5th
Flying. 4/4.					
<b>Annul</b>	INT	C	..	●●●●	U,Z
Counter target artifact or enchantment spell.					
<b>Antrophasm</b>	SC	R	...	●●●●	U,Z
Antrophasm comes into play with two +1/+1 counters on it. ●●●● Remove all +1/+1 counters from Antrophasm and put X +1/+1 counters on it. 0/0.					
<b>Anti-Magic Aura</b>	EC	C	...	●●●●	L,G,5th
Destroy all enchantments on target creature. Enchant creature cannot be targeted by any other instants, sorceries, or enchantments.					
<b>Arcane Laboratory</b>	EN	U	...	●●●●	U,Z
Each player cannot play more than one spell each turn.					
<b>Archivist</b>	SC	R	...	●●●●	UL
● Draw a card 1/1.					
<b>Attunement</b>	EN	R	...	●●●●	U,Z
Return to owner's hand. Draw three cards then choose and discard four cards.					
<b>Aura Flux</b>	EN	C	..	●●●●	UL
Each other enchantment gains "During your upkeep, pay ● or sacrifice this enchantment."					
<b>Azure Drake</b>	SC	U	...	●●●●	L,G,CH,5th
Flying. 2/4.					

NAME	KIND	EN	RATING	COST	SETS FOUND
<b>Back to Basics</b>	EN	R	..	🌀🌀	UZ
Nonbasic lands do not untap during their controllers' untap phases.					
<b>Barrin, Master Wizard</b>	SC	R	..	🌀🌀	UZ
☛ Sacrifice a permanent: Return target creature to owner's hand. 1/1					
<b>Benthic Behemoth</b>	SC	R	...	🌀🌀🌀	TM
Islandwalk 1/6					
<b>Binding Grasp</b>	EC	U	...	🌀🌀	1A,5th
Pay 1☛ during upkeep or bury Binding Grasp. Ban control of target creature, which gains +0/+1.					
<b>Boomerang</b>	INS	C	...	🌀🌀	1,C,6,CH,5th
Return target permanent to owner's hand.					
<b>Bouncing Beesbles</b>	SC	C	..	🌀🌀	UL
Bouncing Beesbles is unblockable if defender player controls an artifact. 2/2					
<b>Brainstorm</b>	INS	C	...	🌀🌀	1A,5th
Draw three cards, then put any two cards from your hand on top of your library.					
<b>Capsize</b>	INS	C	...	🌀🌀🌀	TM
Buyback ☛. Return target permanent to owner's hand.					
<b>Catalog</b>	INS	C	..	🌀🌀	UZ
Draw two cards, then choose and discard a card.					
<b>Chill</b>	EN	U	...	🌀🌀	TM
Red spells cost an additional ☛ to play.					
<b>Cloak of Mists</b>	EC	C	...	🌀🌀	UZ
(Inchanated creature is unblockable.					
<b>Cloud of Faeries</b>	SC	C	...	🌀🌀	UL
Flying. When Faeries comes into play, untap up to two lands. Cycling ☛. 1/1.					
<b>Cloud Spirit</b>	SC	C	..	🌀🌀	SH
Flying. Cloud Spirit can block only creatures with flying. 3/1.					
<b>Confiscate</b>	EP	U	...	🌀🌀🌀	UZ
You control enchanted permanent.					
<b>Contempt</b>	EC	C	..	🌀🌀	SH
If enchanted creature attacks, return that creature and Contempt to owner's hand at end of combat.					
<b>Coral Merfolk</b>	SC	C	.	🌀🌀	UZ
2/1					
<b>Counterspell</b>	INS	C	.....	🌀🌀🌀🌀	1,U,4TH,4,5th,TM
Counter target spell as it being cast.					
<b>Cuneing</b>	EC	C	..	🌀🌀	EX
Enchanted creature gets +3/+3. If enchanted creature attacks or blocks, sacrifice Cuneing at end of turn.					
<b>Curlew</b>	INS	C	...	🌀🌀	UZ
Each player chooses a creature he controls and returns it to owner's hand.					
<b>Curiosity</b>	EC	U	..	🌀🌀	EX
If enchanted creature damages an opponent, you may draw a card.					
<b>Dance of Many</b>	EN	R	...	🌀🌀	DK,CH,5th
Put a token creature in play and treat it as a duplicate of target creature. If the token or Dance of Many leaves play, both must be destroyed. Pay ☛ during upkeep or destroy Dance of Many.					
<b>Dandon</b>	SC	C	..	🌀🌀	AN,CH,5th
Islandhome 4/1					
<b>Dark Maze</b>	SC	C	..	🌀🌀	HL,5th
☛. Can attack this turn. At the end of turn remove Maze from the game. Dark Maze cannot attack the turn it comes under your control.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Dream Prowler</b>	SC	C	***	👹👹👹	SH
Dream Prowler is unblockable as long as no other creatures are attacking. 1/5.					
<b>Drifting Djinn</b>	SC	R	***	👹👹	UZ
Flying. During your upkeep pay 1 life or sacrifice Djinn. 5/5.					
<b>Duplicity</b>	EN	R	**	👹	TM
When Duplicity comes into play put the top five cards of your library face down on Duplicity. During your upkeep, you may exchange all the cards in your hand on Duplicity. At the end of your turn, discard a card. If you lose control of Duplicity, put all cards on it into owner's graveyard.					
<b>Enchantment Alteration</b>	INS	U	***	👹	UZ
Move target enchantment from one creature to another or one to another.					
<b>Energy Field</b>	EN	R	***	👹👹	UZ
Prevent all damage dealt to you from sources you do not control. When a card is put into your graveyard, sacrifice Energy Field.					
<b>Energy Flux</b>	EN	U	***	👹👹	AQR,4th,5th
Each artifact requires ☹ during upkeep or it must be destroyed.					
<b>Enervate</b>	INS	C	**	👹	1A,5th
Tap target creature, land, or artifact. Cantrip.					
<b>Ephemeron</b>	SC	R	***	👹👹👹	EX
Flying. Choose and discard a card: Return Ephemeron to owner's hand. 4/4.					
<b>Equilibrium</b>	EN	R	***	👹👹	EX
Whenever you successfully cast a creature spell, you may pay 🏴 to return target creature to owner's hand.					
<b>Ertal, Wizard Adept</b>	SL	R	***	👹👹	EX
Ertal, Wizard Adept controls as a Wizard. 🏴 Counter target spell. Play this ability as an Interrupt. 1/1.					
<b>Ertal's Meddling</b>	INT	R	***	👹	TM
When target spell is successfully cast, put X energy counters on it. X cannot be 0. During each upkeep of that spell's caster, remove a delay counter from the spell. If the spell has no delay counters on it, it resolves.					
<b>Escaped Shapeshifter</b>	SC	R	***	👹	TM
As long as your opponent controls any creatures with flying, Shapeshifter gains flying. The same for first strike, trample, and protection from any color. 3/4.					
<b>Evacuation</b>	INS	R	***	👹👹👹	SH
Return all creatures to owner's hands.					
<b>Exhaustion</b>	SOR	U	***	👹	UZ
Creatures and lands target opponent controls do not untap during his or her next untap phase.					
<b>Fade Away</b>	SOR	C	**	👹👹	EX
For each creature, that creature's controller pays 🏴 or sacrifices a permanent.					
<b>Feedback</b>	FE	U	***	👹	LJR,4th,5th
Do 1 damage to controller of target enchantment during upkeep.					
<b>Fighting Drake</b>	SC	U	**	👹👹👹	TM
Flying. 2/4.					
<b>Fleeing Image</b>	SC	R	***	👹	UL
Flying. 🏴 Return Image to owner's hand. 2/1.					
<b>Flight</b>	FE	C	***	👹	LJR,4th,5th
Target creature now has flying.					
<b>Flood</b>	EN	C	***	👹	DK,4th,5th
☹ Tap target non-land creature.					
<b>Fog Bank</b>	SC	U	**	👹	UZ
Flying. Bank does not deal or receive combat damage. 0/2.					

## CLASSIC COMBOS



It was the first unbeatable deck. Before the days of 60-card decks and four-per-card limits, *Magic* players enjoyed stacking their decks with themed cards, like Plague Rats. Then came *Arabian Nights*. And while the 15 Flying Men, 15 Unstable Mutation, 10 Island deck was crude, it was wildly effective and an awful lot of fun to play.

Deflection	INT	R	...	IA.5th	Forbidden	INT	U	----	EX
Target spell with one target now targets a legal target of your choice.					Buyback—Choose and discard two cards. Counter target spell				
<b>Delusions of Mediocrity</b>	TM	R		10th	<b>Fierce Spell</b>	SC	R		1.6.5th
When Delusions comes into play, gain 10 life. When Delusions leaves play lose 10 life.					Counter target spell unless its caster spends				
<b>Dismiss</b>	INT	U	----	TM	<b>Forget</b>	SC	R		HL.1st
Counter target spell. Draw a card.					SOR				
<b>Disruptive Student</b>	SC	C	----	UZ	Target player discards two cards and then draws two cards				
Counter target spell unless its caster pays an additional 1/1.					<b>Frantic Search</b>	INS	C	----	
					Draw two cards, then choose and discard two cards. Lintap up to three lands.				
<b>Dominating Lizard</b>	SC	R	----	EX	<b>Fylamander</b>	SC	U	----	TM
Counter Lizard loses this ability and becomes a creature enchantment that reads "Gain control of enchanted creature. Move Dominating Lizard onto target creature. You may pay 10 to end this effect, 1/1."					Flying. Cannot be blocked by blue creatures. Target creature a blue until end of turn, 1/3.				
					<b>Gaseous Form</b>	EC	C	----	1.6.4th, 5th, TM
<b>Douse</b>	EN	U	----	UZ	Target creature neither deals nor receives damage in combat.				
Counter target red spell.					<b>Giant Crab</b>	SC	C	----	TM
					Unit end of turn, Crab cannot be the target of spells or abilities. 3/3.				
<b>Drain Power</b>	SOR	R	----	LU R 4th, 5th	<b>Gilded Drake</b>	SC	R	----	UZ
Tap opponent's lands for mana and draw all mana in his pool into yours.					Flying. When Drake comes into play exchange control of Drake for target creature one of your opponents controls or sacrifice Drake. 3/3.				
<b>Dream Cache</b>	SOR	C	----	MS, TM	<b>Glacial Wall</b>	SC	U	----	IA.5th
Draw three cards, choose two cards from your hand and put both on either the top or the bottom of your library					0/7				
<b>Dream Halls</b>	EN	R	----	SH	<b>Gliding Lizard</b>	SC	U	----	SH
Instead of paying the casting cost for a spell of any color, its caster may choose and discard a card that shares at least one color with that spell. If the spell has X in its casting cost, X is 0. <b>Banned!</b>					Gliding Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of a creature. Move Gliding Lizard onto target creature. You may pay 10 to end this effect, 2/2				

**MAGIC FACT** Sol Grail is an anagram of "gorillas." This is no coincidence, since there is a gorilla hidden in the artwork.

## MAGIC DATA

C=COMMON    U=UNCOMMON    R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

<b>ART</b> Artifact	<b>EA</b> Enchant Artifact	<b>EN</b> Enchantment	<b>INT</b> Interrupt	<b>SC</b> Summon Creature
<b>AC</b> Artifact Creature	<b>EC</b> Enchant Creature	<b>EW</b> Enchant World	<b>LL</b> Legendary Land	<b>SL</b> Summon Legend
<b>CR</b> Current Rarity	<b>EL</b> Enchant Land	<b>INS</b> Instant	<b>MS</b> Mana Source	<b>SOR</b> Sorcery



NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Great Whale</b>	SC	R	***	●●●	UJ
When Whale comes into play, untap up to seven lands, 5/5.					
<b>Hammerhead Shark</b>	SC	C	***	●●●	SH
Shark cannot attack unless defending player controls any islands, 2/3.					
<b>Hermetic Study</b>	EC	C	***	●●●	UJ
Enchanted creature gains ●● Deals 1 damage to target creature or player.					
<b>Hesitation</b>	EN	U	***	●●●	SH
If any spell is played, counter that spell and sacrifice Hesitation.					
<b>Hibernation</b>	INS	L	***	●●●	UJ
Return all green permanents to owners' hands.					
<b>Homard Warrior</b>	SC	C	***	●●●	FE,5th
Warrior may not be the target of spells or effects until end of turn. Tap Warrior. It does not untap as normal during your next untap, 3/3.					
<b>Horned Turtle</b>	SC	C	**	●●	TM
1/4.					
<b>Horseshoe Crab</b>	SC	C	**	●●	UJ
●● Jntap Horseshoe Crab, 1/3.					
<b>Hurky's Recall</b>	INS	R	***	●●●	AQ,R,4th,5th
Return all artifacts in play controlled by target player to owner's hand.					
<b>Hydroblast</b>	INT	C	***	●●●	IA,5th
Counter a spell being cast or destroy a red permanent if it's red.					
<b>Imaginary Pet</b>	SC	R	***	●●●	UJ
During your upkeep, if you have a card in hand, return Pet to your hand, 4/4.					
<b>Insight</b>	EN	U	***	●●●	TM
Whenever target opponent successfully casts a green spell, draw a card.					
<b>Interdict</b>	INT	U	***	●●●	TM
Counter target artifact, creature, enchantment, or aura ability requiring an activation cost. Abilities of that permanent cannot be played again this turn. Draw a card.					
<b>Intervene</b>	INT	C	**	●●	UL
Counter target spell that targets a creature.					
<b>Intruder Alarm</b>	EN	R	***	●●●	SH
Creatures do not jntap during their controllers' untap phases. Whenever any creature enters into play, untap all creatures.					
<b>Intuition</b>	INS	R	***	●●●	TM
Search your library for any three cards and reveal them to target opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard. Shuffle your library afterwards.					
<b>Jurkapse</b>	SOR	R	***	●●●	LG,CH,5th
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then do the same for artifacts.					
<b>Keeper of the Mind</b>	SC	U	***	●●●	EX
●● Draw a card. Play this ability only if target opponent has at least two more cards in hand than you, 1/2.					
<b>Killer Whale</b>	SC	U	***	●●●	EX
●● Killer Whale gains flying until end of turn, 3/5.					
<b>King Crab</b>	SC	U	***	●●●	EX
●● Put target green creature on top of owner's library, 4/5.					
<b>Krovikan Sorcerer</b>	SC	C	***	●●●	IA,5th
●● Discard a card from your hand and draw a card. If you discarded a black card, draw 2 cards, keeping one and discarding the other, 1/1.					
<b>Labyrinth Minotaur</b>	SC	C	**	●●	HL,5th
Creatures blocked by labyrinth Minotaur do not untap as normal during their controller's next untap phase, 1/4.					
<b>Launch</b>	EC	C	***	●●●	JZ
Enchanted creature gains flying. When Launch is put into a graveyard from play, return Launch to owner's hand.					
<b>Leap</b>	INS	C	**	●●	SH
Target creature gains flying until end of turn. Draw a card.					
<b>Legacy's Allure</b>	EN	U	***	●●●	TM
During your upkeep, you may put a treasure counter on Legacy's Allure. Sacrifice Legacy's Allure. Permanently gain control of target creature with power no greater than the number of treasure counters on Legacy's Allure.					
<b>Lagerdomain</b>	SOR	U	***	●●●	TM
Permanently exchange control of target artifact or creature for control of target permanent of the same type.					
<b>Leviathan</b>	SC	R	**	●●	DK,4th,5th
Tramper. Enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack, 10/13.					
<b>Levitation</b>	EN	U	**	●●	UL
All creatures you control gain flying.					
<b>Lifetap</b>	EN	U	***	●●●	L,U,R,4th,5th
Gain 1 life whenever opponent taps a forest.					
<b>Lifting Refrain</b>	EN	U	***	●●●	UJ
During your upkeep, put a counter on Refrain. Sacrifice. Counter target spell unless its caster pays an additional X, where X is the number of counters on Refrain.					
<b>Lingering Mirage</b>	EL	U	**	●●	UJ
Enchanted and is an island. Cycling ●●.					
<b>Lord of Atlantis</b>	SC	R	**	●●	L,U,R,4th,5th
All Merfolk in play gain slandwalk and +1/+1, 2/2.					
<b>Magical Hack</b>	INT	R	**	●●	L,U,R,4th,5th
Change the text of a card being played or in play by switching one basic land type with another.					
<b>Magus of the Unseen</b>	SC	R	***	●●●	IA,5th
●● Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it is unaffected by summoning sickness. Artifact returns to its owner tapped at end of turn, 1/1.					
<b>Mana Breach</b>	EN	U	**	●●	EX
When any player plays a spell, that player returns a and he controls to his hand.					
<b>Mana Leak</b>	INT	C	***	●●●	SH
Counter target spell unless its caster pays an additional ●.					
<b>Mana Severance</b>	SOR	R	***	●●●	TM
Search your library for any number of land cards and remove them from the game. Shuffle your library afterwards.					
<b>Manta Rider</b>	SC	C	**	●●	TM
●● Manta Riders gains flying until end of turn, 1/1.					
<b>Mask of the Mimic</b>	INS	U	***	●●●	SH
Sacrifice a creature. Search your library for any copy of target creature card and put it into play. Shuffle your library afterwards.					
<b>Mawcor</b>	INS	R	***	●●●	TM
Flying. ●● Mawcor deals 1 damage to target creature or player, 3/3.					
<b>Meditate</b>	INS	R	***	●●●	TM
Skip your next turn. Draw four cards.					
<b>Memory Lago</b>	INT	C	**	●●	HL,MB,5th
Counter target spell. Put that spell on top of its owner's library.					
<b>Merfolk Looter</b>	SC	C	**	●●	EX
●● Draw a card, then choose and discard a card, 1/1.					
<b>Merfolk of Pearl Trident</b>	SC	C	*	●	L,U,R,4th,5th
1/1.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Mind Bomb</b>	SOR	U	**	●●	DK,4th,5th
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.					
<b>Mind Games</b>	INS	C	**	●●	SH
Buyback ●● Tap target artifact, creature, or land.					
<b>Mind Over Matter</b>	EN	R	***	●●●	EX
Choose and discard a card: Tap or untap target artifact, creature, or land.					
<b>Mirozel</b>	SC	U	**	●●	EX
Flying. If Mirozel is the target of any spell or ability, return Mirozel to owner's hand, 2/3.					
<b>Miscalculation</b>	INT	C	**	●●	UL
Counter target spell unless its caster pays an additional ●. Cycling ●.					
<b>Mnemonic Silver</b>	SC	R	***	●●●	TM
Each Silver gains ●● Sacrifice this creature: Draw a card, 2/2.					
<b>Morphing</b>	SC	R	***	●●●	UJ
●● Untap Morphing. ●● Morphing gains flying until end of turn. ●● Morphing cannot be the target of spells or abilities until end of turn. ●● Morphing gets +1/-1 until end of turn. ●● Morphing gets -1/+1 until end of turn, 3/3.					
<b>Oath of Scholars</b>	EN	R	***	●●●	EX
During each player's upkeep, if that player has fewer cards in hand than target opponent, the player may discard his hand and draw three cards.					
<b>Opportunity</b>	INS	L	***	●●●	UL
Target player draws four cards.					

## STUMPERS

**Q: My opponent's only enchantment in play is a No Mercy, and I attack him with Soltari Visionary. What happens if he doesn't block?**

**A: Both "successfully dealt" abilities trigger. Under Fifth Edition rules, the No Mercy dies first and then the Visionary. Under Sixth Edition, the order is reversed, but the result is effectively the same; both are sent to the graveyard.**

<b>Palinchron</b>	SC	R	***	●●●	UL
Flying. When Palinchron comes into play, untap up to seven lands. ●●● Return Palinchron to owner's hand, 4/5.					
<b>Pondrell Drake</b>	SC	C	**	●●	UJ
Flying. Cycling ● 2/3.					
<b>Pondrell Flux</b>	EC	C	**	●●	UJ
Enchanted creature gains "During your upkeep, pay this creature's casting cost or sacrifice it."					
<b>Peregrine Drake</b>	SC	U	***	●●●	UJ
Flying. When Peregrine Drake comes into play, untap up to five lands, 2/3.					
<b>Phantasmal Forces</b>	SC	U	**	●●	L,U,R,4th,5th
Flying. Pay ● during upkeep or Phantasmal Forces is destroyed, 4/1.					
<b>Phantasmal Terrain</b>	EL	C	**	●●	L,U,R,4th,5th
Target land switches to any basic land type chosen by caster.					
<b>Phantom Monster</b>	SC	U	**	●●	L,U,R,4th,5th
Flying, 3/3.					
<b>Pirate Ship</b>	SC	R	***	●●●	L,U,R,4th,5th
Islandhome. ● Do 1 damage to any target, 4/3.					
<b>Portent</b>	SOR	C	**	●●	IA,5th
You may look at the top three cards of one player's library. Either shuffle that library or put the cards back on top in any order. Carthio					
<b>Power Sink</b>	INT	C	***	●●●	JUR,IA,MB,5th,TM
Counter target spell unless its caster spends all mana from lands and mana pool until X is met.					
<b>Power Taint</b>	EC	C	**	●●	UJ
During the upkeep of enchanted enchantment's controller, that player pays ● or loses 2 life. Cycling ●.					
<b>Preognition</b>	EN	R	***	●●●	TM
During your upkeep you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library.					
<b>Prodigal Sorcerer</b>	SC	C	**	●●	L,U,R,4th,5th
Pronged Sorcerer deals 1 damage to target creature or player, 1/1.					
<b>Propaganda</b>	EN	U	***	●●●	TM
Each turn each creature cannot attack unless its controller pays an additional ● for that creature.					
<b>Psychic Venom</b>	EL	C	**	●●	L,U,R,4th,5th
De 2 damage to target land's controller whenever the land is tapped.					
<b>Ransack</b>	SOR	U	**	●●	SH
Look at the top five cards of target player's library. Put any number of those cards on the bottom of that library in any order and the rest on top.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Raven Familiar</b>	SC	U	***	●●●	UL
Flying. echo. When Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order, 1/2.					
<b>Ray of Command</b>	INS	C	***	●●●	IA,MB,5th
Untap target creature controlled by opponent and take control of it until end of turn. Creature is unaffected by summoning sickness.					
<b>Rebound</b>	INT	U	***	●●●	SH
Target spell, which targets a single player, targets a player of your choice instead.					
<b>Rebuild</b>	INS	U	***	●●●	UL
Return all artifacts to owners' hands. Cycling ●.					
<b>Recall</b>	SOR	U	***	●●●	LG,CH,5th
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.					
<b>Recantation</b>	EN	R	**	●●	UJ
During your upkeep, you may put a counter on Recantation. ● Sacrifice Recantation. Return up to X target permanents to owner's hand, where X is the number of counters on Recantation.					
<b>Reef Pirates</b>	SC	C	**	●●	HL,5th
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard, 2/2.					
<b>Reins of Power</b>	INS	R	***	●●●	SH
You, and target opponent each untap and gain control of all creatures the other controls until end of turn. Creatures are unaffected by summoning sickness this turn.					
<b>Remove Soul</b>	INT	C	***	●●●	LG,CH,5th
Counter target summon spell.					
<b>Rescind</b>	INS	C	**	●●	UJ
Return target permanent to owner's hand. Cycling ●.					
<b>Rewind</b>	INT	C	**	●●	UJ
Counter target spell. Untap up to four lands.					
<b>Robe of Mirrors</b>	EC	C	**	●●	EX
Enchanted creature cannot be the target of spells or abilities.					
<b>Rootwater Diver</b>	SC	U	**	●●	TM
●● Sacrifice Rootwater Diver: Return target artifact card from your graveyard to your hand, 1/1.					
<b>Rootwater Hunter</b>	SC	C	**	●●	TM
●● Rootwater Hunter deals 1 damage to target creature or player, 1/1.					
<b>Rootwater Matriarch</b>	SC	R	***	●●●	TM
●● Gain control of target creature as long as that creature has any enchantments on it, 2/3.					
<b>Rootwater Mystic</b>	SC	C	**	●●	EX
●● Look at the top card of target player's library, 1/1.					
<b>Rootwater Shaman</b>	SC	R	***	●●●	TM
You may play creature enchantments whenever you could play an instant, 2/2.					
<b>Sandbar Merfolk</b>	SC	C	**	●●	UJ
Cycling ● 1/1.					
<b>Sandbar Serpent</b>	SC	U	**	●●	UJ
Cycling ● 3/4.					
<b>School of Piranha</b>	SC	C	**	●●	EX
During your upkeep, pay ● or sacrifice School of Piranha, 3/3.					
<b>Sorivener</b>	SC	U	**	●●	EX
When Sorivener comes into play you may return target instant or interrupt card from your graveyard to your hand, 2/2.					
<b>Sea Monster</b>	SC	C	**	●●●	TM
Monster cannot attack unless defending player controls any islands, 6/6.					
<b>Sea Serpent</b>	SC	C	*	●	L,U,R,4th,5th
Islandhome, 5/5.					
<b>Sea Spirit</b>	SC	U	**	●●	IA,5th
●● +1/+0 until end of turn, 2/3.					
<b>Sea Sprite</b>	SC	U	***	●●●	HL,5th
Flying. Protection from red, 1/1.					
<b>Seasinger</b>	SC	J	**	●●	FE,5th
Islandhome. ●● Gain control of target creature if its controller controls an island. You lose control of creature if Seasinger leaves play leaves your control, or becomes untapped. You may leave Seasinger tapped, 0/1.					
<b>Second Chance</b>	EN	R	**	●●	UJ
During your upkeep, if you have 5 life or less, sacrifice Second Chance and take an extra turn after this one.					
<b>Sagovian Leviathan</b>	SC	J	***	●●●	LG,4th,5th
Islandwalk, 3/3.					
<b>Shadow Rift</b>	INS	C	**	●●	TM
Target creature gains shadow until end of turn. Draw a card.					
<b>Shimmering Wings</b>	EC	C	**	●●	TM
Enchanted creature gains flying. ● Return Wings to owner's hand.					
<b>Show and Tell</b>	SOR	R	**	●●	UJ
Each player may choose an artifact, creature, enchantment, or land card in his hand and put that permanent into play.					
<b>Sibilant Spirit</b>	SC	R	***	●●●	IA,5th
Flying. When Spirit attacks, defending player may draw a card, 5/6.					
<b>Sift</b>	SC	U	**	●●	SH
Draw three cards, then choose and discard a card.					
<b>Silver Wyvern</b>	SC	R	***	●●●	SH
Flying. ● Target spell or ability, which targets only Silver Wyvern, targets another creature of your choice instead. Play this ability as an interrupt, 4/3.					
<b>Skyshroud Condoir</b>	SC	U	**	●●	TM
Flying. You cannot play Skyshroud Condoir unless you have successfully cast another spell this turn, 2/2.					
<b>Sleight of Mind</b>	INT	U	**	●●	L,U,R,4th,IA,5th
Change type of a card being played or it may by switch on one color word with another.					
<b>Slow Motion</b>	EC	C	***	●●●	UJ
During your upkeep of enchanted creature's controller, that player pays ● or sacrifices that creature. When Slow Motion is put into a graveyard from play return Slow Motion to owner's hand.					
<b>Snap</b>	INS	C	**	●●	UJ
Return target creature to owner's hand. Untap up to two lands.					
<b>Somnophore</b>	SC	R	**	●●	UJ
Flying. Whenever Somnophore deals damage to a player, tap target creature that player controls. That creature does not untap during its controller's untap phase as long as Somnophore remains in play, 2/2.					
<b>Soul Barrier</b>	EN	U	**	●●	IA,5th
Target opponent taxes 2 damage whenever he casts a summon spell. That player may pay ● to prevent this damage.					
<b>Spell Blast</b>	INT	C	***	●●●	L,U,R,4th,5th,TM
Counter target spell; X is the casting cost of target spell.					
<b>Spindrift Drake</b>	SC	C	**	●●	SH
Flying. During your upkeep, pay ● or sacrifice Spindrift Drake, 2/1.					
<b>Spirit Owl</b>	SC	C	**	●●	UJ
Flying. When Spirit Owl comes into play, look at the top four cards of your library and put them back in any order, 1/1.					
<b>Stasis</b>	EN	R	***	●●●	L,U,R,4th,5th
Players don't get an untap phase. Pay ● during upkeep or bury Stasis.					



# MAGIC

## The Gathering

### Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Steal Artifact</b>	EA	U	...	●●●●	LJ,4th,5th
Gain control of target artifact.					
<b>Steal Enchantment</b>	EC	U	...	●●●●	TM
Gain control of target enchantment.					
<b>Stern Proctor</b>	SC	U	...	●●●●	UZ
When Stern Proctor comes into play return target artifact or enchantment to owner's hand. 1/2					
<b>Stinging Lizard</b>	SC	U	...	●●●●	TM
●●●● Lizard loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Lizard deals 2 damage to that creature's controller." Instead of a creature, Move Stinging Lizard onto target creature. You may pay ● to end this effect. 1/1.					
<b>Stroke of Genius</b>	INS	R	....	●●●●	UZ
Target player draws X cards.					
<b>Sunder</b>	INS	R	....	●●●●	UZ
Return all lands to owners' hands.					
<b>Telepathy</b>	EN	U	...	●●●●	UZ
Each of your opponents plays with his or her hand revealed.					
<b>Thalakos Deceiver</b>	SC	R	....	●●●●	SH
Shadow. Sacrifice Deceiver: Gain control of target creature permanently. Use this ability only if Deceiver is attacking and unlocked. 1/1.					
<b>Thalakos Dreamswarmer</b>	SC	U	...	●●●●	TM
Shadow. You leave Dreamswarmer tapped. If Dreamswarmer damages any opponent, tap target creature. As long as Dreamswarmer remains tapped, that creature does not untap during its controller's untap phase. 1/1.					
<b>Thalakos Drifters</b>	SC	R	....	●●●●	EX
Choose and discard a card: Drifters gains shadow until end of turn. 3/3.					
<b>Thalakos Merfolk</b>	SC	C	...	●●●●	TM
Shadow. ● Tap Thalakos Merfolk on top of owner's library. 2/1.					
<b>Thalakos Scout</b>	SC	C	...	●●●●	EX
Shadow. Choose and discard a card: Return Scout to owner's hand. 2/1.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Turnabout</b>	INS	U	...	●●●●	UZ
Tap or untap all artifacts, creatures, or lands target player controls.					
<b>Twiddle</b>	INS	C	...	●●●●	LJ,4th,5th
Tap or untap any single land, creature, or artifact in play.					
<b>Twitch</b>	INS	C	...	●●●●	TM
Tap or untap target artifact, creature or land. Draw a card.					
<b>Unstable Mutation</b>	EC	C	...	●●●●	AN,4th,5th
Target creature gains +5/+3. Put -1/-1 counter on creature during your upkeep. These counters remain even if Unstable Mutation is destroyed.					
<b>Unstable Shapeshifter</b>	SC	R	....	●●●●	TM
Whenever any creature comes into play Unstable Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/1.					
<b>Unsummon</b>	INS	C	...	●●●●	LJ,4th,5th
Return target creature to its owner's hand.					
<b>Uplift</b>	INS	U	...	●●●●	IA,5th
Give target creature flying until end of turn. Cantrip					
<b>Veil of Birds</b>	EN	C	...	●●●●	UZ
When one of your opponents successfully casts a spell, if Veil is an enchantment, Veil becomes a 1/1 Bird with flying					
<b>Veiled Apparition</b>	EN	U	...	●●●●	UZ
When one of your opponents successfully casts a spell, if Apparition is an enchantment, Apparition becomes a 3/3 Illusion with flying and "During your upkeep, pay ●●● or sacrifice Apparition."					
<b>Veiled Crocodile</b>	EN	R	....	●●●●	UZ
When a player has no cards in hand, if Crocodile is an enchantment, Crocodile becomes a 4/4 Crocodile					
<b>Veiled Sentry</b>	EN	U	...	●●●●	UZ
When one of your opponents successfully casts a spell, if Sentry is an enchantment, Sentry becomes an Illusion with power and toughness each equal to total casting cost of that spell					
<b>Veiled Serpent</b>	EN	U	...	●●●●	UZ
When one of your opponents successfully casts a spell, if Serpent is an enchantment, Serpent becomes a 4/4 Serpent that cannot attack unless defending player controls an island. Cycling					
<b>Vigilant Drake</b>	SC	C	...	●●●●	UL
Flying. ●●● Untap Drake. 3/3.					
<b>Vodalian Soldiers</b>	SC	C	...	●●●●	FE,5th
1/2.					
<b>Volrath's Curse</b>	EC	C	...	●●●●	TM
Enchanted creature cannot attack, block or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. ●●●● Return Volrath's Curse to owner's hand.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Winged Silver</b>	SC	C	...	●●●●	TM
All Silvers gain flying. 1/1.					
<b>Wizard Mentor</b>	SC	C	...	●●●●	UZ
●●● Return Mentor and target creature you control to owner's hand. 2/2.					
<b>Zephid</b>	SC	R	....	●●●●	UZ
Flying. Zephid cannot be the target of spells or abilities. 3/4.					
<b>Zephid Embrace</b>	EC	U	...	●●●●	UZ
Creature gets +2/+2, gains flying, and cannot be target of spells or abilities.					
<b>Zephyr Falcon</b>	SC	C	...	●●●●	LJ,4th,5th
Flying. Does not tap to attack. 1/1.					
<b>Zur's Weirding</b>	EN	R	....	●●●●	IA,5th
All players play with hands face up. When a player draws a card, any other player may draw 2 life to force the player to discard that card					

GOLD					
<b>Acidic Silver</b>	SC	U	...	●●●●	SH
Each Silver gains "●●● Sacrifice this creature: This creature deals 2 damage to target creature or player." 2/2.					
<b>Crystalline Silver</b>	SC	U	...	●●●●	SH
Silvers cannot be the target of spells or abilities. 2/2.					
<b>Dracoplasm</b>	SC	R	....	●●●●	TM
Flying. When you play Dracoplasm, sacrifice any number of creatures. Comes into play with power equal to the total power of the sacrificed creatures and toughness equal to their total toughness. ●●● Dracoplasm gets +1/+0 until end of turn. 7".					
<b>Hibernation Silver</b>	SC	U	...	●●●●	SH
Each Silver gains "Pay 2 life: Return this creature to owner's hand." 2/2.					
<b>Lubatowy</b>	SC	U	...	●●●●	TM
Look at target player's hand and choose any of those cards other than a basic land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.					
<b>Ranger at-Yen</b>	SC	U	...	●●●●	TM
First strike. ●●● Regenerate Ranger at-Yen. 2/2.					
<b>Segmented Worm</b>	SC	U	...	●●●●	TM
Whenever Worm is the target of a spell or ability, put a -1/-1 counter on it. 5/5.					
<b>Selenia, Dark Angel</b>	SC	R	....	●●●●	TM
Flying. Counts as an Angel Pay 2 life: Return to owner's hand. 3/3.					
<b>Sky Spirit</b>	SC	U	...	●●●●	TM
Flying. First strike. 2/2.					
<b>Silver Queen</b>	SC	R	....	●●●●	SH
Silver Queen counts as a Silver. ●●● Put a Silver token into play. Treat this token as a 1/1 colorless creature. 1/1.					
<b>Sofari Guerrillas</b>	SC	R	....	●●●●	TM
Shadow. If Sofari Guerrillas assigns combat damage to any opponent, you may redirect that damage to target creature. 3/2.					
<b>Spined Silver</b>	SC	U	...	●●●●	SH
If a Silver is blocked, it gets +1/+1 until end of turn for each creature blocking it. 2/2					
<b>Spontaneous Combustion</b>	INS	U	...	●●●●	TM
Sacrifice a creature. S. Combustion deals 3 damage to each creature.					
<b>Whiti A-Dal</b>	SC	R	....	●●●●	TM
T. Target creature's power or toughness is 1 until end of turn. 3/3.					
<b>Victual Silver</b>	SC	U	...	●●●●	SH
Each Silver gains "●●● Sacrifice this creature: Gain 4 life." 2/2.					
<b>Wood Sage</b>	SC	R	....	●●●●	TM
T. Name a creature card. Reveal the top four cards of your library to all players. If any of those cards are the named card, put them into your hand. Put the rest into your graveyard. 1/1					

## CLASSIC COMBOS



Around the time of *Arabian Nights*, another incredibly fun, yet annoying deck showed up—the *Shahrazad* deck. The theory was simple: Get your opponents embroiled in so many subgames-within-a-subgame that they'd just give up. Alternatively, *Magic* was still so new that some of us just enjoyed playing four-hour duels.

<b>Thalakos Seer</b>	SC	C	...	●●●●	TM
Shadow. If Thalakos Seer leaves play, draw a card. 1/1.					
<b>Thalakos Sentry</b>	SC	C	...	●●●●	TM
Shadow. 1/2					
<b>Theft of Dreams</b>	SC	C	...	●●●●	EX
For each tapped creature target opponent controls, draw a card.					
<b>Thornwind Fairies</b>	SC	C	...	●●●●	UL
Flying. ● Deal 1 damage to target creature or player. 1/1.					
<b>Tidal Surge</b>	SC	C	...	●●●●	SH
Tap up to three target creatures without flying.					
<b>Tidal Warrior</b>	SC	C	...	●●●●	SH
●●● Target, and is an island until end of turn. 1/1.					
<b>Time Ebb</b>	SC	C	...	●●●●	TM
Put target creature on top of owner's library					
<b>Time Elemental</b>	SC	R	....	●●●●	LG,4th,5th
●●●●● Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and to 5 damage to its controller if it blocks or attacks 0/2.					
<b>Time Spiral</b>	SC	R	....	●●●●	TM
Remove Spira, from the game. Each player shuffles his or her graveyard and hand into his or her library, then draws seven cards. You, untap up to six lands. Banned!					
<b>Time Warp</b>	SC	R	....	●●●●	TM
Target player takes an extra turn after this one.					
<b>Trinker</b>	SC	U	...	●●●●	UL
At the time you play Trinker sacrifice an artifact. Search your library for an artifact card and put that artifact into play.					
<b>Tolarian Winds</b>	INS	C	...	●●●●	JZ
Discard your hand, then draw that many cards.					
<b>Tradewind Rider</b>	SC	R	....	●●●●	TM
Flying. ● Tap two creatures you control: Return target permanent to owner's hand. 1/4.					
<b>Treasure Trove</b>	EN	U	...	●●●●	EX
●●●● Draw a card					

<b>Volrath's Shapeshifter</b>	SC	R	....	●●●●	SH
As long as the top card of your graveyard is a creature, Shapeshifter is a copy of that card, except that Shapeshifter retains its abilities. ●●● Discard a card. 0/1.					
<b>Walking Dream</b>	SC	U	...	●●●●	SH
Walking Dream is unblockable. Walking Dream does not untap during your untap phase if any opponent controls two or more creatures. 3/3.					
<b>Wall of Air</b>	SC	U	...	●●●●	LJ,4th,5th
Flying. 1/5.					
<b>Wall of Tears</b>	SC	U	...	●●●●	SH
If Wall of Tears blocks any creatures, return each of those creatures to owner's hand at end of combat. 0/4.					
<b>Walking Sponge</b>	SC	U	...	●●●●	UL
●●● Target creature sees flying, first strike, or trample until end of turn. 1/1.					
<b>Wayward Soul</b>	SC	C	...	●●●●	EX
Flying. ●●● Put Wayward Soul on top of owner's library. 3/2.					
<b>Weatherseed Fairies</b>	SC	C	...	●●●●	UL
Flying. protection from red. 2/1.					
<b>Whim of Volrath</b>	INS	R	....	●●●●	TM
Buyback ●●● Change the text of target permanent by replacing all instances of one color word of one basic land type with another until end of turn.					
<b>Whiptongue Frog</b>	SC	C	...	●●●●	EX
●●● Whiptongue Frog gains flying until end of turn. 1/3.					
<b>Whispers of the Muse</b>	INS	U	...	●●●●	TM
Buyback ●●● Draw a card.					
<b>Wind Dancer</b>	SC	U	...	●●●●	TM
Flying. ●●● Target creature gains flying until end of turn. 1/1.					
<b>Wind Drake</b>	SC	C	...	●●●●	TM
Flying. 2/2.					
<b>Wind Spirit</b>	SC	U	...	●●●●	IA,5th
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.					
<b>Windfall</b>	SC	C	...	●●●●	UZ
Each player discards his or her hand and draws cards equal to the greatest number a player discarded this way. Banned!					

GREEN					
Abundance	EN	R	***	●●●●	UZ
Instead of drawing a card, you may choose a land or nonland and reveal cards from your library until you reveal a card of the chosen kind. Put that card into your hand and put all other revealed cards on the bottom of your library in any order.					
Acridian	SC	C	***	●●●●	UZ
Echo. 2/4.					
Albino Troll	SC	U	***	●●●●	UZ
Echo. ●●●● Regenerate. 3/3.					
Auren	EN	R	****	●●●●	TM
Any player may play a creature card with total casting cost 3 or less whenever he could play an instant and without paying its casting cost.					
An-Havva Constable	SC	U	***	●●●●	HL,5th
● is the total number of green creatures in play. 2/1+.					
Annasada	SC	U	***	●●●●	UZ
Swampwalk. 3/3.					
Apes of Rath	SC	U	***	●●●●	TM
If Apes attacks, it does not untap during your next untap phase. 5/4.					
Argothian Elder	SC	U	***	●●●●	UZ
● Untap two target lands. 2/2.					
Argothian Enchantress	EN	R	***	●●●●	UZ
Cannot be the target of spells or abilities. Whenever you successfully cast an enchantment spell, draw a card. 0/1.					
Argothian Swine	SC	C	***	●●●●	UZ
Trample. 3/3.					
Argothian Wurm	SC	R	****	●●●●	UZ
Trample. When Wurm comes into play, any player may sacrifice a land to put Argothian Wurm on top of owner's library. 5/6.					
Aspe of Wolf	EC	C	***	●●●●	LUR,4th,5th
Target gets +X/+X, where X is half the number of forests you control.					
Aurachs	SC	C	***	●●●●	IA,5th
Trample. Gains +1/+0 for each other Aurachs that attacks. 2/3.					
Avening Droid	SC	C	***	●●●●	UZ
If Droid damages opponent, you may reveal cards from your library until you reveal a land. Put it into play and put all other revealed cards into your graveyard. 1/3.					
Awakening	EN	R	***	●●●●	SH
At the beginning of each player's upkeep, Untap all creatures and lands.					
Bayer's Drow	SC	C	***	●●●●	TM
Fying; swampwalk. 1/1.					
Bogachief	EC	C	**	●●●●	EX
If enchanted creature is put into any graveyard, draw two cards.					
Birds of Paradise	SC	U	***	●●●●	LUR,4th,5th
Fying. Add one mana to your mana pool. 0/1.					
Blanchwood Armor	EC	U	***	●●●●	UZ
Enchanted creature gets +X/+X, where X is the number of forests you control.					
Blanchwood Treelisk	SC	C	***	●●●●	UZ
4/5.					







# MAGIC

## The Gathering®

### Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Needle Storm</b>	SOR	U	...	...	TM
Needle Storm deals 4 damage to each creature with flying.					
<b>Nurturing Lizard</b>	SC	U	...	...	TM
Lizard loses this ability and becomes a creature enchantment that reads "Regenerate enchanted creature" instead of a creature. Move Lizard onto target creature. You may pay 1 to end this effect. 1/1.					
<b>Oath of Druids</b>	EN	R	....	...	EX
During each player's upkeep, if that player controls fewer creatures than an opponent, the player may reveal cards from his library until he reveals a creature card putting it into play and the rest into his graveyard.					
<b>Overgrowth</b>	EL	C	...	...	S4
Whenever enchanted land is tapped for mana, it produces an additional 1.					
<b>Overrun</b>	SOR	U	...	...	TM
A creature you control gets +3/+3 and gain trample until end of turn.					
<b>Pincher Beetles</b>	SC	C	...	...	TM
Pincher Beetles cannot be the target of spells or abilities. 3/1					
<b>Plated Rootwalla</b>	SC	C	...	...	EX
Rootwalla gets +3/+3 until end of turn. Use only once each turn. 3/3					
<b>Pouncing Jaguar</b>	SC	C	...	...	U2
Echo. 2/2					
<b>Pradesh Gypsies</b>	SC	C	...	...	LG4th,5th
Give target creature -2/-0 until end of turn. 1/1.					
<b>Predatory Hunger</b>	EC	C	...	...	EX
Whenever an opponent successfully casts a creature spell, put a +1/+1 counter on enchanted creature.					
<b>Priest of Titania</b>	SC	C	...	...	U2
Add 1 to your mana pool for each EF in play. 1/1					
<b>Primal Order</b>	EN	R	....	...	H...5th
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.					
<b>Primal Rage</b>	EN	U	...	...	S4
All creatures you control gain trample.					
<b>Provoke</b>	MS	C	...	...	S4
Untap target creature you do not control. That creature blocks this turn if able. Draw a card.					
<b>Pygmy Troll</b>	SC	C	...	...	EX
For each creature that blocks it, Pygmy Troll gets +1/-1 until end of turn. Regenerate Pygmy Troll. 1/1.					
<b>Rabid Wolverines</b>	SC	C	...	...	EX
For each creature that blocks it, Wolverines gets +1/+1 until end of turn. 4/4					
<b>Rabid Wombat</b>	SC	U	...	...	LG,4th,5th
+2/+2 for each enchantment on it. Doesn't tap when attacking. 0/1.					
<b>Radjan Spirit</b>	SC	U	...	...	LG,4th,5th
Target creature loses flying ability until turn ends. 3/2					
<b>Rampant Growth</b>	SOR	C	...	...	MG,1M
Search your library for a basic land card and put it into play, tapped.					
<b>Rancor</b>	EC	C	...	...	UL
Enchanted creature gains +2/-0 and trample. When Rancor is put into a graveyard from play, return Rancor to owner's hand.					
<b>Reality Anchor</b>	INS	C	...	...	TM
Target creature loses shadow until end of turn. Draw a card.					
<b>Reap</b>	INS	U	...	...	TM
Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls.					
<b>Reclaim</b>	EX	C	...	...	EX
Put target card from your graveyard on top of your library.					
<b>Recycle</b>	EN	R	....	...	TM
Skip your draw phase. Whenever you play a card, draw a card. During your discard phase choose and discard all but two cards.					
<b>Regeneration</b>	EC	C	...	...	LG,4th,5th
Regenerate enchanted creature.					
<b>Rejuvenate</b>	SOR	C	...	...	U2
Gain 6 life. Cycling.					
<b>Repopulate</b>	INS	C	...	...	UL
Shuffle all creature cards from target player's graveyard into that player's library. Cycling.					
<b>Respite</b>	INS	C	...	...	TM
Creatures deal no combat damage this turn. Gain 1 life for each attacker.					
<b>Resuscitate</b>	INS	U	...	...	EX
Until end of turn, each creature you control gains "Regenerate this creature."					
<b>Retaliation</b>	EN	U	...	...	U2
Each creature you control gains "Whenever a creature blocks it, this creature gets +1/+1 until end of turn."					
<b>Root Maze</b>	EN	R	....	...	TM
All artifacts and lands come into play tapped.					
<b>Rootbreaker Worm</b>	SC	C	...	...	TM
Trample. 6/6.					
<b>Rootwalla</b>	SC	C	...	...	TM
Gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.					
<b>Rootwater Alligator</b>	SC	C	...	...	EX
Sacrifice a forest. Regenerate Rootwater Alligator. 3/2.					
<b>Scaled Worm</b>	SC	C	...	...	IA,5th
1/6.					
<b>Scavenger Folk</b>	SC	C	...	...	DK,4th,5th
Sacrifice Scavenger Folk to destroy target artifact. 1/1.					
<b>Scragrath</b>	SC	U	...	...	TM
Protection from blue. While Scragrath is being cast, it cannot be countered. 3/4.					
<b>Scrib Sprites</b>	INS	R	....	...	LG,4th,5th
Flying. 1/1.					
<b>Seeker of Skybreak</b>	SC	C	...	...	TM
Untap target creature. 2/1.					
<b>Shadowed Dryads</b>	SC	C	...	...	LG,4th,5th
Forestwalk. 1/1.					
<b>Shrink</b>	INS	C	...	...	HL,5th
Target creature gets -5/-0 until the end of turn.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Silk Net</b>	INS	C	...	...	UL
Target creature gets +1/+1 and can block creatures with flying until end of turn.					
<b>Simian Grunts</b>	SC	C	...	...	UL
Echo. You may play Simian Grunts any time you can to play an instant. 3/4.					
<b>Skyshroud Archer</b>	SC	C	...	...	SH
Target creature with flying gets -1/-1 until end of turn. 1/1.					
<b>Skyshroud Elf</b>	SC	C	...	...	TM
Add 1 to your mana pool. Add 1 to your mana pool. 1/1.					
<b>Skyshroud Elite</b>	SC	U	...	...	EX
Elite gets +1/+2 as long as any opponent controls any nonbasic lands. 1/1.					
<b>Skyshroud Ranger</b>	SC	C	...	...	TM
Choose a land in your hand and put it into play. Play as a sorcery. 1/1.					
<b>Skyshroud Troll</b>	SC	C	...	...	TM
Regenerate Skyshroud Troll. 3/3.					
<b>Skyshroud Troopers</b>	SC	C	...	...	SH
Add 1 to your mana pool. Play this ability as a mana source. 3/3.					
<b>Skyshroud War Beast</b>	SC	R	....	...	EX
Trample. Skyshroud War Beast has power and toughness each equal to the number of nonbasic lands target opponent controls. 1/1.					
<b>Song of Serenity</b>	EN	U	...	...	EX
Creatures with any enchantments on them cannot attack or block.					
<b>Spike Breeder</b>	SC	R	....	...	SH
Breeder comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Breeder. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Breeder. Put a Spike token into play. Treat this token as a 1/1 green creature. 0/0.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Sylvan Library</b>	EN	R	....	...	LG,4th,5th
You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 life per card not replaced.					
<b>Symbiosis</b>	INS	C	...	...	U2
Two target creatures each get +2/+2 until end of turn.					
<b>Tarpan</b>	SC	C	...	...	IA,5th
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.					
<b>Temple Lizard</b>	SC	U	...	...	S4
Lizard loses this ability and becomes a creature enchantment that reads "All creatures able to block enchanted creature do so" instead of a creature. Move Lizard onto target creature. You may pay 1 to end this effect. 2/2.					
<b>Thicket Basilisk</b>	SC	U	...	...	LG,4th,5th
Any non-wall creature blocking or blocked by Basilisk is destroyed at end of combat. 2/4.					
<b>Titania's Boon</b>	SOR	U	...	...	U2
Put a +1/+1 counter on each creature you control.					
<b>Titania's Chosen</b>	SC	U	...	...	U2
Whenever a player successfully casts a green spell, put a +1/+1 counter on Chosen. 1/1.					
<b>Titania's Song</b>	EN	U	...	...	AG,4th,5th
Every non-creature artifact loses its abilities and becomes an artifact creature with power and toughness equal to its casting cost.					
<b>Trained Armodon</b>	SC	C	...	...	TM
3/3.					
<b>Tranquility</b>	SOR	C	...	...	LG,4th,5th,TM
Destroy all enchantments in play.					

## CLASSIC COMBOS



Way back in issue #2, we cried for the banning of the Channel/Fireball combo, but that didn't mean we didn't enjoy using Channel for other combos. Our favorite was in conjunction with Wheel of Fortune. Cast the Channel right before you Wheel and you'd have enough mana to dump all your cool newly drawn cards into play. Loss of life? Bah. Who cares?

<b>Spike Colony</b>	SC	C	...	...	SH
Spike Colony comes into play with four +1/+1 counters on it. Remove a +1/+1 counter from Colony. Put a +1/+1 counter on target creature. 0/0.					
<b>Spike Drone</b>	SC	C	...	...	TM
Spike Drone comes into play with one +1/+1 counter on it. Remove a +1/+1 counter from Drone. Put a +1/+1 counter on target creature. 0/0.					
<b>Spike Feeder</b>	SC	U	...	...	SH
Spike Feeder comes into play with two +1/+1 counters on it. Remove a +1/+1 counter from Spike Feeder. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Feeder. Gain 2 life. 0/0.					
<b>Spike Hatcher</b>	SC	R	....	...	EX
Spike Hatcher comes into play with six +1/+1 counters on it. Remove a +1/+1 counter from Spike Hatcher. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Hatcher. Regenerate Spike Hatcher. 0/0.					
<b>Spike Rogue</b>	SC	U	...	...	EX
Spike Rogue comes into play with two +1/+1 counters on it. Remove a +1/+1 counter from Spike Rogue. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from any creature you control. Put a +1/+1 counter on Spike Rogue. 0/0.					
<b>Spike Soldier</b>	SC	U	...	...	SH
Soldier comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Soldier. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Soldier. Soldier gets +2/+2 until end of turn. 0/0.					
<b>Spike Weaver</b>	SC	R	....	...	EX
Spike Weaver comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Spike Weaver. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Weaver. Creatures deal no combat damage this turn. 0/0.					
<b>Spined Worm</b>	SC	C	...	...	SH
Worm comes into play with two +1/+1 counters on it. Remove a +1/+1 counter from Worm. Put a +1/+1 counter on target creature. 0/0.					
<b>Spined Worm</b>	SC	C	...	...	SH
5/4.					
<b>Sporegenesis</b>	EN	R	....	...	U2
During your upkeep you may put a fungus counter on target nontoken creature. Whenever a creature with a fungus counter on it is put into a graveyard, put a 1/1 green Saproling token into play for each of those fungus counters. When Saprolings leaves play, remove all fungus counters from all creatures.					
<b>Spreading Algae</b>	EL	U	...	...	U2
Play only on a swamp. When enchanted land becomes tapped, destroy that land. When Algae is put into a graveyard from play, return Algae to owner's hand.					
<b>Stampede</b>	INS	R	....	...	IA,5th
All attacking creatures get trample and +1/+0 until end of turn.					
<b>Storm Front</b>	EN	U	...	...	TM
Tap target creature with flying.					
<b>Stream of Life</b>	SOR	C	...	...	LG,4th,5th
Target player gains X life.					
<b>Survival of the Fittest</b>	EN	R	....	...	EX
Choose and discard a creature card. Search your library for a creature card, reveal that card to all players and put it into your hand.					

<b>Treetop Mystic</b>	SC	C	...	...	UL
Whenever a creature blocks or is blocked by Treetop Mystic, destroy all enchantments on that creature. 2/4.					
<b>Treetop Seedlings</b>	SC	U	...	...	U2
Seedlings has toughness equal to the number of forests you control. 2/2.					
<b>Treetop Rangers</b>	SC	C	...	...	U2
Rangers cannot be blocked except by creatures with flying. 2/2.					
<b>Trampling Armodon</b>	SC	C	...	...	TM
Target creature blocks Trampling Armodon this turn if able. 3/3.					
<b>Tsunami</b>	SOR	U	...	...	LG,4th,5th
Destroy all islands in play.					
<b>Untamed Wilds</b>	SOR	L	...	...	LG,4th,5th
Search your library for one basic land and put it in play.					
<b>Venom</b>	EC	C	...	...	OK,4th,5th
All non-wall creatures in combat with target are destroyed after combat.					
<b>Venomous Fangs</b>	EC	C	...	...	U2
Whenever enchanted creature successfully deals damage to a creature, destroy that creature.					
<b>Verdant Force</b>	SC	R	...	...	TM
During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature. 7/7.					
<b>Verdant Touch</b>	SOR	R	...	...	SH
Bylawack. Target land becomes a 2/2 creature permanently.					
<b>Verdigris</b>	INS	U	...	...	TM
Destroy target artifact.					
<b>Verduran Enchantress</b>	SC	R	...	...	LG,4th,5th
Draw a card each time you cast an enchantment. 0/2.					
<b>Vernal Bloom</b>	EN	R	...	...	U2
Whenever a forest is tapped for mana, it produces an additional 1.					
<b>Volrath's Gardens</b>	EN	R	...	...	SH
Tap a creature you control. Gain 2 life. Play this ability as a sorcery.					
<b>Wall of Blossoms</b>	SC	U	...	...	SH
When Wall of Blossoms comes into play, draw a card. 0/4.					
<b>Wall of Brambles</b>	SC	U	...	...	LG,4th,5th
Regenerates. 2/3.					
<b>Wanderlust</b>	EC	L	...	...	LG,4th,5th
Do 1 damage to controller of target creature during upkeep.					
<b>War Dance</b>	EN	U	...	...	U2
During your upkeep, you may take a counter on Dance. Sacrifice Target creature gets +X/+X until end of turn, where X is the number of counters on Dance.					
<b>War Manifestation</b>	SC	C	...	...	LG,4th,5th
Target creature gains forestwalk until end of turn. 1/1.					
<b>Weatherseed</b>	SC	C	...	...	U2
Target creature gains forestwalk until end of turn. 1/1.					
<b>Weatherseed Treetop</b>	SC	R	...	...	JL
Temple. When Weatherseed Treetop is put into a graveyard from play, return Weatherseed Treetop to owner's hand. 5/3.					
<b>Whirling Devils</b>	SC	J	...	...	LG,4th,5th
Protection from black. Gains +1/+1 if it damages opponent. 1/1.					



NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Whirlwind</b>	SDR	R	***	●●●●	UZ
Destroy all creatures with flying.					
<b>Wild Dogs</b>	SC	C	***	●●●●	UZ
During your upkeep, if a player has more life than any other, that player gains control of Wild Dogs 2/1.					
<b>Wild Growth</b>	EL	C	**	●●●●	L,U,R,4th,IA,5th
Target land provides an extra ● when tapped for mana.					
<b>Winding Wurm</b>	SC	C	**	●●●●	UZ
Echo: 6/6.					
<b>Wing Snare</b>	SDR	U	***	●●●●	UL
Destroy target creature with flying.					
<b>Winter Blast</b>	SDR	U	***	●●●●	LG,4th,5th
Tap X target creatures. Do 2 damage to each target flying creature.					
<b>Winter's Grasp</b>	SDR	U	***	●●●●	TM
Destroy target land.					
<b>Wolverine Pack</b>	SC	C	**	●●●●	LG,5th
Rampage: 2 2/4.					
<b>Wood Elves</b>	SC	C	**	●●●●	EX
When Wood Elves comes into play, search your library for a forest card and put that forest into play 1/1.					
<b>Wyldi Wolf</b>	SC	R	**	●●●●	AN, 5th
●● Target creature gets +1/-1. 1/1.					
<b>Yavimaya Granger</b>	SC	C	***	●●●●	UL
Echo: When Granger comes into play, you may search your library for a basic land card and put that land into play tapped. 2/2.					
<b>Yavimaya Scion</b>	SC	C	***	●●●●	UL
Protection from artifacts. 4/4.					
<b>Yavimaya Wurm</b>	SC	C	***	●●●●	UL
Trample. 5/4.					

## RED

<b>About Face</b>	INS	C	***	●●●●	UL
Switch target creature's power and toughness until end of turn. Effects that alter the creature's power alter its toughness instead, and vice versa, this turn.					
<b>Acidic Soil</b>	SDR	J	**	●●●●	UZ
Acidic Soil deals 1 damage to each player for each land he controls.					
<b>Aftermath</b>	SDR	C	***	●●●●	TM
Destroy target artifact, creature, or Aftershock deals 3 damage to you.					
<b>Amush Party</b>	SC	C	**	●●●●	HL,5th
First strike. May attack the turn it comes into play on your side. 3/1.					
<b>Amek</b>	EN	R	**	●●●●	SH
●● Discard a card at random. Put a +1/+1 counter on target creature.					
<b>Anarchist</b>	SC	C	**	●●●●	EX
When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand. 2/2.					
<b>Ancient Runes</b>	EN	U	**	●●●●	TM
During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls.					
<b>Antagonism</b>	EN	R	**	●●●●	UZ
During each player's discard phase, Antagonism deals 2 damage to that player unless one of his opponents was successfully dealt damage that turn.					
<b>Apocalypse</b>	SDR	R	**	●●●●	TM
Remove all permanents from the game. Discard your hand.					
<b>Arc Lightning</b>	SDR	C	***	●●●●	UZ
Arc Lightning deals 3 damage divided as you choose among any number of target creatures and/or players.					
<b>Atog</b>	SC	C	***	●●●●	AQ,R,5th
●● Sacrifice an artifact: +2/+2. 1/2.					
<b>Avalanche Riders</b>	SC	U	**	●●●●	UL
Echo: Avalanche Riders is unaffected by summoning sickness. When Riders comes into play, destroy target land. 2/2.					
<b>Ball Lightning</b>	SC	R	***	●●●●	DK,4th,5th
Tap Ball Lightning is unaffected by summoning sickness. Bury Ball Lightning at end of turn in which it comes into play. 6/1.					
<b>Barbed Silver</b>	SC	U	**	●●●●	TM
Each Silver gains ●●. This creature gets +1/+0 until end of turn. 2/2.					
<b>Bedlam</b>	EN	R	**	●●●●	JZ
Creatures cannot block.					
<b>Bird Maiden</b>	SC	C	*	●●●●	AN,4th,5th
Flying. 1/2.					
<b>Blood Frenzy</b>	INS	C	***	●●●●	TM
Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.					
<b>Blood Lust</b>	INS	C	***	●●●●	LG,4th,5th
Target creature gets +4/+4. Its toughness cannot go below 1.					
<b>Bolt</b>	INS	U	**	●●●●	TM
Destroy all islands.					
<b>Brand</b>	INS	R	**	●●●●	UZ
Gain control of all permanents you own. Cycling.					
<b>Brassclaw Orcs</b>	SC	C	**	●●●●	FE,5th
Cannot be assigned to block creatures of power greater than 1. 3/2.					
<b>Brevado</b>	EC	C	**	●●●●	UZ
Enchanted creature gets +1/+1 for each other creature you control.					
<b>Brothers of Fire</b>	SC	C	**	●●●●	DK,4th,5th
●●● Do 1 damage to any target and 1 damage to you. 2/2.					
<b>Brute, The</b>	EC	C	**	●●●●	LG,4th,5th
Target creature gains +1/+0. ●● Regenerates.					
<b>Bulwark</b>	EN	R	**	●●●●	UZ
During your upkeep, Bulwark deals 1 damage to target opponent for each card in your hand greater than the number of cards in that player's hand.					
<b>Canyon Drake</b>	SC	R	**	●●●●	TM
Flying. ●● Discard a card at random. Drake gets +2/+0 until end of turn. 1/2.					
<b>Canyon Wildcat</b>	SC	C	***	●●●●	TM
Mountainwalk. 2/1.					
<b>Cave People</b>	SC	U	**	●●●●	DK,4th,5th
People get +1/-2 until end of turn when they are attacking. ●●●● Give target creature mountainwalk until end of turn. 1/4.					
<b>Chaotic Goo</b>	SC	R	**	●●●●	TM
Chaotic Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. Otherwise, remove a +1/+1 counter from it. 0/0.					
<b>Cinder Crawler</b>	SC	C	**	●●●●	EX
●● Cinder Crawler gets +1/+0 until end of turn. Play this ability only if Cinder Crawler is blocked. 1/2.					
<b>Conquer</b>	EL	U	***	●●●●	IA,5th
Take control of target land.					
<b>Convulsing Lich</b>	SC	U	**	●●●●	SH
●● Lich loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot block" instead of a creature. Move Lich onto target creature. You may pay ●● to end this effect. 2/2.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Crater Hellion</b>	SC	R	***	●●●●	UZ
Echo: When Hellion comes into play, it deals 4 damage to each other creature.					
<b>Craven Giant</b>	SC	C	**	●●●●	SH
Craven Giant cannot block. 4/1.					
<b>Crimson Manticores</b>	SC	R	**	●●●●	LG,4th,5th
Flying. ●● Do 1 damage to an attacking or blocking creature. 2/2.					
<b>Crown of Flames</b>	EC	C	***	●●●●	TM
●● Enchanted creature gets +1/+0 until end of turn. ●● Return Crown of Flames to owner's hand.					
<b>Deadshot</b>	SDR	R	**	●●●●	TM
Tap target creature. That creature deals damage equal to its power to another target creature.					
<b>Destructive Urge</b>	EC	U	**	●●●●	UZ
Whenever enchanted creature successfully deals combat damage to a player, that player sacrifices a land.					
<b>Detonate</b>	SDR	U	***	●●●●	AQ,4th,5th
Destroy target artifact and do X damage to its controller. X is the casting cost of the artifact.					
<b>Defender of Chaos</b>	SC	C	***	●●●●	UL
Protection from white. You may play Defender any time you could play an instant. 2/1.					
<b>Disintegrate</b>	SDR	C	***	●●●●	L,U,R,4th,5th
Do X damage to target. If target dies this turn, remove it from game.					
<b>Disorder</b>	SDR	U	**	●●●●	UZ
Disorder deals 2 damage to each white creature and each player who controls a white creature.					
<b>Dizzying Gaze</b>	EC	C	**	●●●●	EX
Play Dizzying Gaze only on a creature you control. ●● Enchanted creature deals damage to target creature with flying.					
<b>Dromesaur</b>	SC	C	**	●●●●	UZ
Whenever Dromesaur blocks or becomes blocked, it gets +2/-2 until end of turn. 2/3.					

## STUMPERS

**Under Fifth Edition rules, no. There's a special rule that makes redirected damage lose its "combat" attribute, so the damage won't trigger the Wall of Essence. Under Sixth Edition rules, this rule is removed, so you do gain the life.**

<b>Dust Crawler</b>	SC	C	**	●●●●	SH
●● Target creature cannot block. Dust Crawler this turn. 1/1.					
<b>Dwarven Cataapult</b>	INS	U	**	●●●●	FE,5th
Do X damage, divided evenly among all of opponent's creatures.					
<b>Dwarven Soldier</b>	SC	C	**	●●●●	FE,5th
If Soldier blocks or gets blocked by Dcs, it gains +0/-2 until end of turn. 2/1.					
<b>Dwarven Warriors</b>	SC	C	**	●●●●	U,R,4th,5th
●● Target creature of power no greater than 2 becomes unblockable. 1/1.					
<b>Earthquake</b>	SDR	R	***	●●●●	U,R,4th,5th
Do X damage to all players and non-flying creatures in play.					
<b>Electrify</b>	SC	R	**	●●●●	UZ
Whenever Electrify successfully deals combat damage to defending player, Electrify deals damage equal to its power to each blocking creature. 3/3.					
<b>Enraging Lich</b>	SC	U	**	●●●●	TM
●● Lich loses this ability and becomes a creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of a creature. You may pay ●● to end this effect. 1/1.					
<b>Errantry</b>	EC	C	***	●●●●	IA,5th
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.					
<b>Eternal Warrior</b>	EC	C	**	●●●●	LG,4th,5th
Target creature does not tap to attack.					
<b>Falter</b>	INS	C	**	●●●●	UZ
Creatures without flying cannot block this turn.					
<b>Fanning the Flames</b>	SDR	U	**	●●●●	SH
Buyback. ●● Do X damage to target creature or player.					
<b>Fault Line</b>	INS	R	**	●●●●	UZ
Fault Line deals X damage to each creature without flying and each player.					
<b>Fery Mantle</b>	EC	C	**	●●●●	UZ
When Mantle is put into a graveyard from play, return Mantle to owner's hand.					
●● Enchanted creature gets +1/+0 until end of turn.					
<b>Fighting Chance</b>	INS	R	**	●●●●	EX
For each blocking creature, flip a coin. If you win the flip, that creature deals no combat damage this turn.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Fire Ants</b>	SC	U	**	●●●●	UZ
●● Ants deals 1 damage to each other creature without flying. 2/1.					
<b>Fire Drake</b>	SC	U	**	●●●●	DK,CH,5th
Flying. ●● +1/+0. Only one ●● can be used in this manner. 1/2.					
<b>Fireball</b>	SDR	C	***	●●●●	L,U,R,4th,5th
Do X damage, divided evenly among any number of targets (round down). Pay ●● for each target beyond the first.					
<b>Firebreathing</b>	EC	C	***	●●●●	L,U,R,4th,ME,5th
●● +1/-0					
<b>Firefly</b>	SC	U	**	●●●●	TM
Flying. ●● Firefly gets +1/+0 until end of turn. 1/1.					
<b>Firestinger</b>	SC	C	***	●●●●	TM
●● Deals 1 damage to target creature or player and 1 damage to you. 1/1.					
<b>Flame Spirit</b>	SC	U	**	●●●●	IA,5th
●● +1/+0 until end of turn. 2/3.					
<b>Flame Wave</b>	SDR	U	**	●●●●	SH
Do 4 damage to target player and each creature he or she controls.					
<b>Flare</b>	INS	C	**	●●●●	IA,ME,5th
Flare does 1 damage to any target. Cantrip.					
<b>Flashfires</b>	SDR	U	***	●●●●	L,U,R,4th,5th
Destroy all plains in play.					
<b>Fling</b>	INS	C	**	●●●●	SH
Sacrifice a creature: Fling deals damage equal to the sacrificed creature's power to target creature or player.					
<b>Flowerstone Blade</b>	EC	C	*	●●●●	SH
●● Enchanted creature gets +1/-1 until end of turn.					
<b>Flowerstone Flood</b>	SDR	U	***	●●●●	EX
Buyback-Pay 3 life. Discard a card at random. Destroy target land.					
<b>Flowerstone Giant</b>	SC	C	***	●●●●	TM
●● Flowerstone Giant gets +2/-2 until end of turn. 3/3.					
<b>Flowerstone Helion</b>	SC	U	***	●●●●	SH
Flowerstone Helion is unaffected by summoning sickness. ●● Flowerstone Helion gets +1/-1 until end of turn. 3/3.					
<b>Flowerstone Mauler</b>	SC	R	**	●●●●	SH
Trample. ●● Flowerstone Mauler gets +1/-1 until end of turn. 4/5.					
<b>Flowerstone Salamander</b>	SC	C	**	●●●●	TM
●● Salamander deals 1 damage to target creature blocking it. 3/4.					
<b>Flowerstone Shambler</b>	SDR	C	**	●●●●	SH
●● Flowerstone Shambler gets +1/-1 until end of turn. 2/2.					
<b>Flowerstone Wyvern</b>	SC	R	**	●●●●	TM
Flying. ●● Flowerstone Wyvern gets +2/-2 until end of turn. 3/3.					
<b>Furnace Brawl</b>	SC	C	**	●●●●	EX
●● Target creature cannot be regenerated this turn. 3/3.					
<b>Furnace of Rath</b>	EN	R	***	●●●●	TM
Double all damage assigned to any creature or player.					
<b>Furnace Spirit</b>	SC	C	**	●●●●	SH
Furnace Spirit is unaffected by summoning sickness. ●● Furnace Spirit gets +1/+0 until end of turn. 1/1.					
<b>Gamble</b>	SDR	R	***	●●●●	UZ
Search your library for a card and put it in your hand. Discard a card at random.					
<b>Game of Chaos</b>	SDR	R	**	●●●●	IA,5th
Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue the stakes double each round.					
<b>Ghira Fire-Eater</b>	SC	U	**	●●●●	UL
●● Sacrifice: Fire-Eater deals damage equal to its power to target creature or player. 2/2.					
<b>Ghita Stinger</b>	SC	C	***	●●●●	UL
Echo: When Stinger comes into play, it deals 2 damage to target creature or player. 2/2.					
<b>Ghita War Cry</b>	EN	U	**	●●●●	UL
●● Target creature gets +1/+0 until end of turn.					
<b>Giant Strength</b>	EC	C	***	●●●●	LG,4th,5th,TM
Make target creature +2/+2.					
<b>Goblin Bombardment</b>	EN	U	**	●●●●	TM
Sacrifice a creature. Bombardment deals 1 damage to target creature or player.					
<b>Goblin Cadets</b>	SC	U	**	●●●●	UZ
Whenever Cadets blocks or becomes blocked, opponent gains control of it. 2/1.					
<b>Goblin Digging Team</b>	SC	C	**	●●●●	DK,5th
●● Sacrifice Digging Team to destroy target wall. 1/1.					
<b>Goblin Hero</b>	SC	C	**	●●●●	DK,5th
2/2.					
<b>Goblin King</b>	SC	R	**	●●●●	L,U,R,4th,5th
All Goblins gain mountainwalk and +1/+1. 2/2.					
<b>Goblin Lackey</b>	SC	U	**	●●●●	UZ
Whenever Lackey successfully damages a player, you may choose a Goblin card in your hand and put it into play. 1/1.					
<b>Goblin Matron</b>	SC	C	***	●●●●	UZ
When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. 1/1.					
<b>Goblin Medicine</b>	SC	C	**	●●●●	UL
Whenever Medicine becomes tapped, it deals 1 damage to target creature or player. 1/1.					
<b>Goblin Offensive</b>	SDR	U	**	●●●●	UZ
Put X 1/1 red Goblin tokens into play.					
<b>Goblin Patrol</b>	SC	C	**	●●●●	UZ
Echo: 2/1.					
<b>Goblin Raider</b>	SC	C	**	●●●●	UZ
Cannot block. 2/2.					
<b>Goblin Spellmunkers</b>	SC	C	***	●●●●	UZ
Mountainwalk. 2/2.					
<b>Goblin War Buggy</b>	SC	C	***	●●●●	UZ
Echo: War Buggy is unaffected by summoning sickness. 2/2.					
<b>Goblin War Drums</b>	EN	C	***	●●●●	FE,5th
Each attacker you control may not be blocked with less than two creatures.					
<b>Goblin Warriors</b>	EN	R	**	●●●●	FE,5th
●● Sacrifice two Goblins to put three 1/1 red Goblin tokens into play.					
<b>Goblin Welder</b>	SC	R	**	●●●●	UL
●● Exchange target artifact a player controls for target artifact card in that player's graveyard. 1/1.					
<b>Granite Grip</b>	EC	C	**	●●●●	UL
Enchanted creature gets +1/-0 for each mountain you control.					
<b>Guma</b>	SC	U	***	●●●●	UZ
Protection from blue. 2/2.					</



# MAGIC

## The Gathering

### Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Heat of Battle</b>	EN	U	**	●●●	SH
Whenever any creature blocks, Heat deals 1 damage to that creature's controller.					
<b>Heat Ray</b>	NS	C	**	●●●	LZ
Heat Ray deals X damage to target creature.					
<b>Hill Giant</b>	SC	C	**	●●●	LJ,LR,4th,5th
3/3.					
<b>Hurler Minotaur</b>	SC	C	**	●●●	LJ,LR,4th,5th
2/3.					
<b>Impeding Disaster</b>	EN	R	**	●●●	U
During your upkeep, if there are seven or more lands in play, sacrifice Impeding Disaster and destroy all lands.					
<b>Impeding Visage</b>	EC	C	**	●●●	IA,5th
Target creature cannot be blocked by less than 2 creatures.					
<b>Incarinate</b>	INS	C	****	●●●●	IA,MS,6th
Do 3 damage to any target. Creatures may not regenerate.					
<b>Inferno</b>	INS	R	**	●●●	OK,4th,5th
Do 6 damage to all players and all creatures.					
<b>Invasion Plans</b>	EN	R	**	●●●	SH
Each creature blocks whenever able. Attacking player chooses how creatures block.					
<b>Ironclaw Curse</b>	EC	R	**	●●●	HL,5th
Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.					
<b>Ironclaw Orcs</b>	SC	C	***	●●●	LJ,4th,5th
May only block creatures of power equaling 1 or less, 2/2.					
<b>Jackal Pup</b>	SC	U	**	●●●	TM
For each 1 damage dealt to Jackal Pup, it deals 1 damage to you, 2/1.					
<b>Jagged Lightning</b>	SDR	U	**	●●●	LZ
Lightning uses 3 damage to target creature and 3 damage to another creature.					
<b>Jokulhaups</b>	SDR	R	***	●●●	IA,5th
Bury all artifacts, creatures, and lands.					
<b>Keeper of the Flame</b>	SC	U	**	●●●	EX
Keeper of the Flame deals 2 damage to target opponent. Play this ability only if that opponent has more life than you, 1/2.					
<b>Keldon Warlord</b>	SC	U	**	●●●	LJ,LR,4th,5th
Is the number of non-wall creatures in play on your side, 1/1.					
<b>Kindle</b>	NS	C	***	●●●	TM
Kindle deals to target creature or player an amount of damage equal to 2 plus the number of Kindo cards in all graveyards.					
<b>Last-Ditch Effort</b>	INS	U	**	●●●	U
Sacrifice X creatures. Last-Ditch Effort deals X damage to target creature or player.					
<b>Lava Axe</b>	SDR	C	**	●●●	U
Lava Axe deals 5 damage to target player.					
<b>Lay Waste</b>	SDR	C	**	●●●	UZ
Destroy target land. Cycling.					
<b>Lightning Blast</b>	INS	C	***	●●●	TM
Lightning Blast deals 4 damage to target creature or player.					
<b>Lightning Dragon</b>	SC	R	****	●●●●	UZ
Flying, echo. Lightning Dragon gets +1/+0 until end of turn, 4/4.					
<b>Lightning Elemental</b>	SC	C	***	●●●	TM
Lightning Elemental is unaffected by summoning sickness, 4/1.					
<b>Lowland Giant</b>	SC	C	**	●●●	TM
4/3.					
<b>Mage II-Vec</b>	SC	C	**	●●●	EX
Discard a card at random. Mage II-Vec deals 1 damage to target creature or player, 2/2.					
<b>Magnasaur</b>	SC	R	**	●●●	TM
Magnasaur comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magnasaur, or sacrifice Magnasaur and it deals 1 damage for each +1/+1 counter on it to each creature with flying and each player, 0/0.					
<b>Mana Clash</b>	SDR	R	*	●●●	OK,4th,5th
Choose a player. You both flip a coin. Any player whose coin comes up tails loses 1 life. Repeat until both players' coins come up heads.					
<b>Mana Flare</b>	EN	R	**	●●●	LJ,LR,4th,5th
Each land produces an extra mana of its normal type.					
<b>Manabarb</b>	EN	R	**	●●●	LJ,LR,4th,5th
Do 1 damage to controller whenever he draws mana from any land.					
<b>Maniacal Rage</b>	EC	C	**	●●●	EX
Enraptured creature gets +2/+2 and cannot block.					
<b>Meltdown</b>	SDR	U	**	●●●	UZ
Destroy each artifact with total casting cost X or less.					
<b>Mob Justice</b>	SC	U	**	●●●	SH
Mob Justice deals 1 damage to target player for each creature you control.					
<b>Mogg Assassin</b>	SC	U	**	●●●	EX
Flip a coin. If you win the flip, destroy target creature an opponent controls. Otherwise, destroy target creature of that opponent's choice, 2/1.					
<b>Mogg Bombers</b>	SC	C	**	●●●	SH
If any other creature comes into play, sacrifice Mogg Bombers and it deals 3 damage to target player, 3/4.					
<b>Mogg Conscripts</b>	SC	C	**	●●●	TM
Mogg Conscripts cannot attack unless you have successfully cast a creature spell this turn, 2/2.					
<b>Mogg Fanatic</b>	SC	C	***	●●●	TM
Sacrifice a Fanatic. Fanatic deals 1 damage to target creature or player, 1/1.					
<b>Mogg Funnies</b>	SC	C	**	●●●	SH
Mogg Funnies cannot attack or block during a turn in which no other creature you control attacks or blocks, 3/3.					
<b>Mogg Infestation</b>	SDR	R	***	●●●	SH
Destroy all creatures target player controls. For each creature put into a graveyard in this way, put two Goblin tokens into play under that player's control. These tokens are 1/1 red creatures.					
<b>Mogg Maniac</b>	SC	U	**	●●●	SH
Whenever Mogg Maniac is dealt damage, it deals an equal amount of damage to target opponent, 1/1.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Mogg Raider</b>	SC	C	**	●●●	TM
Sacrifice a Goblin. Target creature gets +1/+1 until end of turn, 1/1.					
<b>Mogg Squad</b>	SC	U	**	●●●	TM
Mogg Squad gets 1/1 for each other creature in play, 3/3.					
<b>Molten Hydra</b>	SC	R	**	●●●	UL
Put a +1/+1 counter on Hydra. Remove all +1/+1 counters from Hydra. Hydra deals 1 damage to target creature or player for each +1/+1 counter removed this way, 1/1.					
<b>Mons's Goblin Raiders</b>	SC	C	*	●●●	LJ,LR,4th,5th
1/1.					
<b>Monstrous Hound</b>	SC	R	**	●●●	EX
Cannot attack unless you control more lands than defending player. Cannot block unless you control more lands than attacking player, 4/4.					
<b>Mountain Goat</b>	SC	C	**	●●●	IA,5th
Mountain Goat 1/1.					
<b>No Quarter</b>	EN	R	**	●●●	TM
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.					
<b>Oath of Mages</b>	EN	R	*	●●●	EX
During each player's upkeep, if that player has less life than target opponent, he or she may have Oath deal 1 damage to that opponent.					
<b>Ogre Shaman</b>	SC	R	***	●●●	OK
<b>Okk</b>	SC	R	**	●●●	UZ
Okk cannot attack unless a creature with greater power also attacks. Okk cannot block unless a creature with greater power also blocks, 4/4.					
<b>Onslaught</b>	EN	C	**	●●●	EX
Whenever you successfully cast a creature spell, tap target creature.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Pyromancy</b>	EN	R	**	●●●	UL
Discard a card at random. Pyromancy deals to target creature or player damage equal to the total casting cost of the discarded card.					
<b>Pyrotechnics</b>	SDR	U	**	●●●	LG,4th,5th
Do 4 damage divided any way among any number of targets.					
<b>Rack and Ruin</b>	INS	U	**	●●●	UL
Destroy two target artifacts.					
<b>Raging Goblin</b>	SC	C	**	●●●	EX
Raging Goblin is unaffected by summoning sickness, 1/1.					
<b>Rain of Salt</b>	SDR	U	**	●●●	UZ
Destroy two target lands.					
<b>Rathi Dragon</b>	SC	R	****	●●●●	TM
Flying. When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon, 5/5.					
<b>Ravenous Baboon</b>	SC	R	**	●●●	EX
When Baboons comes into play, destroy target nonbasic land, 2/2.					
<b>Raze</b>	SDR	C	**	●●●	UZ
At the time you play Raze, sacrifice a land. Destroy target land.					
<b>Reckless Ogre</b>	SC	C	**	●●●	EX
If Ogre attacks and no other creatures do, it gets +3/+0 until end of turn, 3/2.					
<b>Reflexes</b>	EC	C	**	●●●	UZ
Enraptured creature gains first strike.					
<b>Renegade Warlord</b>	SC	U	**	●●●	TM
First strike. If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn, 3/3.					
<b>Retromancer</b>	SC	C	**	●●●	UZ
Whenever Retromancer is the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller, 3/3.					

## CLASSIC COMBOS



**Consecrate Land**

All enchantments on target land are destroyed. Land cannot be destroyed or further enchanted until Consecrate Land has been destroyed.

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**Mishra's Factory**

Tap to add 1 colorless mana to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker is still considered a land as well.

Bar, & Jeff K. Menner

**Unkillable creatures didn't show up until Legends, and untargetables, until Homelands. In the meantime, we enjoyed the unkillable-land combo. With a Consecrate Land, a Mishra's Factory was immune to just about everything in those days—except Swords To Plowshares. Of course, back then, white was the suckiest color, so that usually wasn't a problem.**

<b>Opportunist</b>	SC	U	**	●●●	TM
Opportunist deals 1 damage to target creature that was damaged this turn, 2/2.					
<b>Orcish Artillery</b>	SC	L	***	●●●	LJ,LR,4th,5th
Does 2 damage to any target and 3 damage to you, 1/3. Misprint. Alpha version lists casting cost as 1.					
<b>Orcish Captain</b>	SC	U	**	●●●	FE,5th
Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets 0/-2, 1/1.					
<b>Orcish Conscripts</b>	SC	C	**	●●●	IA,5th
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block, 2/2.					
<b>Orcish Farmer</b>	SC	C	***	●●●	IA,5th
Turn target land into a swamp until its controller's next upkeep, 2/2.					
<b>Orcish Oriflame</b>	EN	U	**	●●●	LJ,LR,4th,5th
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as 1.					
<b>Orcish Squatters</b>	SC	R	***	●●●	IA,5th
If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player, 2/3.					
<b>Orrg</b>	SC	R	***	●●●	FE,5th
Triumph. Can't attack if opponent has an undamaged creature of power greater than 2. Can't block creatures of power greater than 2, 6/6.					
<b>Outmaneuver</b>	INS	U	**	●●●	UZ
X target blocked creatures deal combat damage to defending player instead of to blocking creatures this turn.					
<b>Palladium</b>	SC	R	***	●●●	TM
Is equal to the number of tapped lands target opponent controls, 7/3.					
<b>Pandemonium</b>	EN	R	**	●●●	EX
Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player.					
<b>Panic</b>	INS	C	**	●●●	IA,5th
Target may not block. Cantrip.					
<b>Parch</b>	INS	C	***	●●●	LL
Choose one—Parch deals 2 damage to target creature or player; or Parch deals 4 damage to target blue creatures.					
<b>Paroxysm</b>	EC	U	**	●●●	EX
During the upkeep of enchanted creature's controller, reveal the top card of that player's library. If that card is a land, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn.					
<b>Price of Progress</b>	INS	U	**	●●●	EX
Deal 2 damage to each player for each nonbasic land he or she controls.					
<b>Primordial Ooze</b>	SC	U	**	●●●	G,CH,5th
Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay 1 per counter or Ooze deals 1 damage to you per counter and taps, 1/1.					
<b>Pygmy Pyrosaur</b>	SC	C	**	●●●	UL
Cannot block. Pyrosaur gets +1/+1 until end of turn, 1/1.					
<b>Pyroblast</b>	INT	C	***	●●●	IA,5th
Counter target spell or destroy target permanent if it is blue.					

<b>Rivalry</b>	EN	R	**	●●●	UL
During each player's upkeep if that player controls more lands than any other, Rivalry deals 2 damage to him or her.					
<b>Rolling Thunder</b>	SDR	C	***	●●●	TM
Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.					
<b>Ruinaton</b>	SDR	R	***	●●●	SH
Destroy all nonbasic lands.					
<b>Rumbling Crescendo</b>	EN	R	**	●●●	UZ
During your upkeep you may put a counter on Crescendo. Sacrifice. Destroy up to X target lands, where X is the number of counters on Crescendo.					
<b>Sabertooth Tiger</b>	SC	C	**	●●●	IA 5th
First strike, 2/1.					
<b>Sabertooth Wyvern</b>	SC	U	**	●●●	EX
Flying, first strike, 3/2.					
<b>Sandstone Warrior</b>	SC	C	***	●●●	TM
First strike. Sandstone Warrior gets +1/+0 until end of turn, 1/3.					
<b>Scald</b>	EN	R	**	●●●	UZ
Whenever a player taps an s land for mana, Scald deals 1 damage to him.					
<b>Scalding Salamander</b>	SC	U	**	●●●	EX
Scalding Salamander deals 1 damage to each creature without flying defending player controls. Play this ability only if Scalding Salamander is attacking and only once each turn, 2/1.					
<b>Scorched Earth</b>	SDR	R	***	●●●	TM
Choose and discard X land cards: Destroy X target lands.					
<b>Scoria Wurm</b>	SC	R	**	●●●	UZ
During your upkeep, flip a coin. If you lose, return Wurm to owner's hand, 7/7.					
<b>Scrap</b>	INS	C	***	●●●	UZ
Destroy target artifact. Cycling.					
<b>Scaring Touch</b>	INS	U	**	●●●	TM
Backbay Scaring Touch deals 1 damage to target creature or player.					
<b>Seething Anger</b>	SDR	C	***	●●●	SH
Backbay Seething Anger deals +3/+0 until end of turn.					
<b>Seismic Assault</b>	EN	R	***	●●●	EX
Choose and discard a land card Deal 2 damage to target creature or player.					
<b>Shadowstorm</b>	SDR	U	**	●●●	TM
Shadowstorm deals 2 damage to each creature with shadow.					
<b>Shard Phoenix</b>	SC	R	***	●●●	SH
Flying ●●●● Put Shard Phoenix into your hand. Use this ability only if Phoenix is in your graveyard and only during your upkeep. Sacrifice Phoenix: Shard Phoenix deals 2 damage to each creature without flying, 2/2.					
<b>Shatter</b>	INS	C	***	●●●	LUR4TH,5th,6th
Destroy target artifact.					
<b>Shattering Pulse</b>	INS	C	***	●●●	EX
Backbay Shattering Pulse destroys target artifact.					
<b>Shatterstorm</b>	SDR	R	***	●●●	AQR,5th
Bury all artifacts in play.					



NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Shiv's Embrace</b>	EC	U	***	●●●	UZ
Creatures gets +2/+2 and flying. ●●● Creature gets +1/+0 until end of turn.					
<b>Shivan Dragon</b>	SC	R	***	●●●	LUR4th,5th
Flying. ●●● +1/0, 5/5.					
<b>Shivan Hellkite</b>	SC	R	***	●●●	UZ
Flying. ●●● Hellkite deals 1 damage to target creature or player. 5/5.					
<b>Shivan Phoenix</b>	SC	R	***	●●●	UL
Flying. When Phoenix is put into a graveyard from play, return it to owner's hand. 3/4.					
<b>Shivan Raptor</b>	SC	U	***	●●●	UZ
First strike; echo. Raptor is unaffected by summoning sickness. 3/1.					
<b>Shock</b>	INS	C	***	●●●	SH
Shock deals 2 damage to target creature or player.					
<b>Shocker</b>	SC	R	***	●●●	TM
If Shocker damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before. 1/1.					
<b>Shower of Sparks</b>	INS	C	***	●●●	UZ
Shower deals 1 damage to target creature and 1 damage to target player.					
<b>Sluggishness</b>	EC	C	***	●●●	UL
Creatures cannot block. When Sluggishness is put into graveyard from play, return Sluggishness to owner's hand.					
<b>Smoke</b>	EN	R	***	●●●	LUR4th,5th
Each player may only untap one creature during untap phase.					
<b>Sneak Attack</b>	EN	R	***	●●●	UZ
●●● Choose a creature card from your hand and put it into play. The creature is unaffected by summoning sickness. At the end of turn, sacrifices the creature.					
<b>Sonic Burst</b>	INS	C	***	●●●	EX
Discard a card at random. Burst deals 4 damage to target creature or player.					
<b>Spellhook</b>	EN	U	***	●●●	EX
When a player casts a spell, Spellhook deals 2 damage to him or her.					
<b>Spitting Hydra</b>	SC	R	***	●●●	SH
Hydra comes into play with four +1/+1 counters on it. ●●● Remove a +1/+1 counter from Hydra. Do 1 damage to target creature. 0/0.					
<b>Starks of Rath</b>	SC	R	***	●●●	TM
●●● Destroy target artifact or creature. That permanent's controller gains control of Starks of Rath permanently. 2/2.					
<b>Steam Blast</b>	SOR	U	***	●●●	UZ
Blast deals 2 damage to each creature and player.					
<b>Stone Giant</b>	SC	U	***	●●●	LUR4th,5th
●●● Give one of your creatures with toughness less than Giant's power flying until end of turn. Target creature is killed at end of turn. 3/4.					
<b>Stone Rain</b>	SOR	C	***	●●●	LUR4th,5th,6th
Destroy any one land.					
<b>Stone Spirit</b>	SC	U	***	●●●	IA5th
Stone Spirit cannot be blocked by flying creatures. 4/3.					
<b>Stun</b>	INS	C	***	●●●	TM
Target creature cannot block this turn. Draw a card.					
<b>Sudden Impact</b>	INS	U	***	●●●	TM
Sudden Impact deals 1 damage to target player for each card in his hand.					
<b>Sulfuric Vapors</b>	EN	R	***	●●●	UZ
Whenever any red spell deals damage, it instead deals that amount of damage plus 1.					
<b>Tahngarth's Rage</b>	EC	U	***	●●●	TM
If enchanted creature is attacking, it gets +3/+0. Otherwise, it gets -2/-1.					
<b>Thundering Giant</b>	SC	U	***	●●●	UZ
Giant is unaffected by summoning sickness. 4/3.					
<b>Tooth and Claw</b>	EN	R	***	●●●	UZ
Sacrifice two creatures: Put a Carnivore token into play. Treat this token as a 3/1 red creature.					
<b>Torch Song</b>	EN	U	***	●●●	UZ
During your upkeep, you may put a counter on Song. ●●● Sacrifice: Song deals X damage to target creature or player, where X is the number of counters on Song.					
<b>Viashino Bey</b>	SC	C	***	●●●	UL
When Viashino Bey attacks, all creatures you control attack if able. 4/3.					
<b>Viashino Outthroat</b>	SC	U	***	●●●	UL
Viashino Outthroat is unaffected by summoning sickness. At end of turn return Outthroat to owner's hand. 5/3.					
<b>Viashino Heretic</b>	SC	U	***	●●●	UZ
●●● Destroy target artifact. Viashino Heretic deals to that artifact's controller a damage equal to the artifact's total casting cost. 1/3.					
<b>Viashino Outrider</b>	SC	C	***	●●●	UZ
Echo. 4/3.					
<b>Viashino Runner</b>	SC	C	***	●●●	UZ
Runner cannot be blocked by only one creature. 3/2.					
<b>Viashino Sandseout</b>	SC	C	***	●●●	UL
Unaffected by summoning sickness. At end of turn, return to owner's hand. 2/1.					
<b>Viashino Sandswimmer</b>	SC	R	***	●●●	UZ
●●● Flip a coin. If you win the flip, return Sandswimmer to owner's hand. Otherwise, sacrifice Sandswimmer. 3/2.					
<b>Viashino Weaponsmith</b>	SC	C	***	●●●	UZ
Whenever a creature blocks it, Weaponsmith gets +2/+2 until end of turn. 2/2.					
<b>Vug Lizard</b>	SC	U	***	●●●	UZ
Echo. Mountainwalk. 3/4.					
<b>Wall of Diffusion</b>	SC	C	***	●●●	TM
Wall of Diffusion can block creatures with shadow. 0/5.					
<b>Wall of Fire</b>	SC	U	***	●●●	LUR4th,5th
●●● +1/-0, 0/5.					
<b>Wall of Razors</b>	SC	U	***	●●●	SH
First strike. 4/1.					
<b>Wall of Stone</b>	SC	U	***	●●●	LUR4th,5th
0/8.					
<b>Wild Wurm</b>	SC	U	***	●●●	TM
When Wurm comes into play, flip a coin. If you lose, return Wurm to your hand. 5/4.					
<b>Wildfire</b>	SOR	R	***	●●●	UZ
Each player sacrifices four lands, then Wildfire deals 4 damage to each creature.					
<b>Winds of Change</b>	SOR	R	***	●●●	LG4th,5th
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.					
<b>Word of Blasting</b>	INS	U	***	●●●	IA5th
Bury target wall and do X damage to the wall's controller, where X equals the casting cost of the wall.					

## WHITE

<b>Abbey Gargoyles</b>	SC	U	***	●●●	HL5th
Flying. Protection from red. 3/4.					
<b>Absolute Grace</b>	EN	U	***	●●●	UZ
All creatures gain protection from black.					
<b>Absolute Law</b>	EN	U	***	●●●	UZ
All creatures gain protection from red.					
<b>Advance Scout</b>	SC	C	***	●●●	TM
First strike. ●●● Target creature gains first strike until end of turn. 1/1.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Akron Legionnaire</b>	SC	R	***	●●●	LG,5th
Of your non-artifact creatures, only Legionnaire may attack. 8/4.					
<b>Alabaster Potion</b>	INS	C	***	●●●	LG,4th,5th
Give target player X life or prevent X damage to any target.					
<b>Alley</b>	INS	C	***	●●●	EX
Buyback. ●●● Destroy target enchantment.					
<b>Angelic Blessing</b>	SOR	C	***	●●●	EX
Target creature gets +3/+3 and gains flying until end of turn.					
<b>Angelic Curator</b>	SC	C	***	●●●	UL
Flying. Protection from artifacts. 1/1.					
<b>Angelic Chorus</b>	EN	R	***	●●●	UZ
When a creature comes into play under your control, gain life equal to its toughness.					
<b>Angelic Page</b>	SC	C	***	●●●	UZ
●●● Target attacking or blocking creature gets +1/+1 until end of turn. 1/1.					
<b>Angelic Protector</b>	SC	U	***	●●●	TM
Flying. If Protector is target of a spell or ability, it gets +0/+3 until end of turn. 2/2.					
<b>Angry Mob</b>	SC	U	***	●●●	DK4th,5th
Trample. During your turn, -total number of swamps all opponents control. Otherwise, -0, 2+1/2+.					
<b>Animate Wall</b>	EC	R	***	●●●	LUR4th,5th
Target wall may now attack.					
<b>Anoint</b>	INS	C	***	●●●	TM
Buyback. ●●● Prevent up to 3 damage to any creature.					
<b>Arenson's Aura</b>	EN	C	***	●●●	IA5th
●●● Sacrifice an enchantment to destroy another enchantment.					
●●● Counter an enchantment as it is being cast.					
<b>Armageddon</b>	SOR	R	***	●●●	LUR4th,5th
Destroy all lands in play.					
<b>Armor of Faith</b>	EC	C	***	●●●	IA5th
Target creature gains +1/+1. ●●● +0/+1.					
<b>Armor Silver</b>	SC	U	***	●●●	TM

## STUMPERS



●●● Target creature you control gains protection from a color of your choice until end of turn.

*"My family protects all families."*

**Q Can I tap Mother Of Runes to give a creature "protection from artifacts"?**

**A No. Artifact is not a color, it's a card type. Other illegal choices include "colorless," "multicolor," "land," and "pink-and-purple polka dot." I hope this won't crimp your sense of fashion.**

Each Silver gains ●●●: This creature gets +0/+1 until end of turn. 2/2.					
<b>Armored Pegasus</b>	SC	C	***	●●●	TM
Flying. 1/2.					
<b>Auragot</b>	SC	R	***	●●●	TM
Sacrifice an enchantment. Auragot gets +2/+2 until end of turn. 1/2.					
<b>Avening Angel</b>	SC	R	***	●●●	TM
Flying. If Avening Angel is put into any graveyard from play, you may put Avening Angel on top of owner's library. 3/3.					
<b>Aysen Bureaucrats</b>	SC	C	***	●●●	HL5th
●●● Tap target creature with power no greater than 2. 1/1.					
<b>Bandage</b>	INS	C	***	●●●	SH
Prevent 1 damage to any creature or player. Draw a card.					
<b>Banish Her</b>	SC	C	***	●●●	LUR4th,5th
Banding. 1/1.					
<b>Blessed Reversal</b>	INS	R	***	●●●	UL
Gain 3 life for each creature attacking you.					
<b>Blessed Wine</b>	INS	C	***	●●●	IA5th
Gain 1 life. Cartrip.					
<b>Blinking Spirit</b>	SC	R	***	●●●	IA5th
●●● Return Blinking Spirit to its owner's hand. 2/2.					
<b>Brainwash</b>	EC	C	***	●●●	DK4th,5th
Target creature may not attack unless its controller spends ●●●.					
<b>Brilliant Hero</b>	EC	C	***	●●●	UZ
Creatures gets +1/+2. When Hero is put into a graveyard, return it to owner's hand.					
<b>Burst of Energy</b>	INS	C	***	●●●	UL
Untap target permanent.					
<b>Calming Lizard</b>	SC	U	***	●●●	SH
●●● Becomes a creature enchantment that reads "Enchanted creature cannot attack." Move Lizard onto target creature. You may pay ●●● to end this effect. 2/2.					
<b>Caribou Range</b>	EC	R	***	●●●	IA5th
●●● Tap land to put a Caribou token into play. Treat this token as a 0/1 white creature. ●●● Sacrifice a token to gain 1 life.					
<b>Castle</b>	EN	U	***	●●●	LUR4th,5th
Your untapped creatures gain +0/+2. Attackers don't get this bonus.					
<b>Cataclysm</b>	SOR	R	***	●●●	EX
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment and a land and sacrifices the rest.					
<b>Catastrophe</b>	SOR	R	***	●●●	UZ
Destroy all lands or bury all creatures.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Cessation</b>	EC	C	***	●●●	UL
Enchanted creature cannot attack. When Cessation is put into a graveyard from play, return Cessation to owner's hand.					
<b>Change of Heart</b>	INS	C	**	●	SH
Buyback. ●●● Target creature cannot attack this turn.					
<b>Charging Paladin</b>	SC	C	***	●●●	EX
If Charging Paladin attacks, it gets +0/+3 until end of turn. 2/2.					
<b>CoP: Artifacts</b>	EN	U	***	●●●	AQ4th,5th
●●● Prevent all damage against you from an artifact source.					
<b>CoP: Black</b>	EN	C	***	●●●	LUR4th,5th,6th
●●● Prevent all damage to you from a black source.					
<b>CoP: Blue</b>	EN	C	***	●●●	LUR4th,5th,6th
●●● Prevent all damage to you from a blue source.					
<b>CoP: Green</b>	EN	C	***	●●●	LUR4th,5th,6th
●●● Prevent all damage to you from a green source.					
<b>CoP: Red</b>	EN	C	***	●●●	LUR4th,5th,6th
●●● Prevent all damage to you from a red source.					
<b>CoP: Shadow</b>	EN	C	***	●●●	TM
●●● Prevent all damage to you from a creature with shadow.					
<b>CoP: White</b>	EN	C	***	●●●	LUR4th,5th,6th
●●● Prevent all damage to you from a white source.					
<b>Clear</b>	INS	U	***	●●●	UZ
Destroy target enchantment. Cycling. ●●●					
<b>Clergy en-Vac</b>	SC	C	***	●●●	TM
●●● Prevent 1 damage to any creature or player. 1/1.					
<b>Cloudchaser Eagle</b>	SC	C	***	●●●	TM
Flying. When Eagle comes into play, destroy target enchantment. 2/2.					
<b>Congregate</b>	INS	C	***	●●●	UZ
Target player gains 2 life for each creature in play.					
<b>Contemplation</b>	EN	U	***	●●●	SH
Whenever you successfully cast a spell, gain 1 life.					
<b>Convalescence</b>	EN	R	***	●●●	EX
During your upkeep if you have 10 or less life, gain 1 life.					
<b>Conviction</b>	EC	C	***	●●●	SH
Enchanted creature gets +1/+3. ●●● Return Conviction to owner's hand.					
<b>Crusade</b>	EN	R	***	●●●	LUR4th,5th
All white creatures gain +1/+1					
<b>D'Avenant Archer</b>	SC	C	**	●●	L.G.4th 5th
●● Do 1 damage to target attacking or blocking creature. 1/2.					
<b>Death Speakers</b>	SC	U	***	●	HL5th
Protection from black. 1/1					
<b>Death Ward</b>	INS	C	**	●	LUR4th,5th,6th
Regenerate target creature.					
<b>Defender of Law</b>	SC	C	***	●●●	UL
Protection from red. You may pay Defender any time you could play an instant. 2/1					
<b>Devout Harpist</b>	SC	C	***	●●●	UL
●●● Destroy target creature enchantment. 1/1					
<b>Defensive Formation</b>	EN	U	***	●●●	UZ
You always choose how creatures attacking you deal combat damage.					
<b>Disciple of Grace</b>	SC	C	***	●●●	UZ
Protection from black. Cycling. ●●● 1/2.					
<b>Disciple of Law</b>	SC	C	**	●●	LUR4th,5th,6th
Protection from red. Cycling. ●●● 1/2.					
<b>Disenchant</b>	INS	C	****	●●●●	LUR4th,5th,6th,7th,8th
Destroy target enchantment or artifact					
<b>Divine Offering</b>	INS	C	***	●●●	L.G.MC5th
Destroy target artifact, gaining life equaling casting cost of artifact.					
<b>Divine Transformation</b>	EC	U	***	●●●	L.G.4th,5th
Target creature gets +3/+3					
<b>Dust to Dust</b>	SOR	U	***	●●●●	DK5th
Remove any two target artifacts from the game.					
<b>Elite Archers</b>	SC	R	***	●●●	TM
●●● Elite Archers deals 3 damage to target attack or blocking creature. 3/3.					
<b>Elite Javelineer</b>	SC	C	**	●●	TM
If Javelineer blocks, it deals 1 damage to target attacking creature. 2/2.					
<b>Erase</b>	INS	C	**	●●	UL
Remove target enchantment from the game.					
<b>Exalted Dragon</b>	SC	R	***	●●●●	EX
Flying. Each turn, Exalted Dragon cannot attack unless you sacrifice a land. 5/5					
<b>Expendable Troops</b>	SC	C	***	●●●	UL
●●● Sacrifice: Expendable Troops deals 2 damage to target attacking or blocking creature. 2/1.					
<b>Eye for an Eye</b>	INS	R	***	●●●	ANR4th,5th
Do as much damage to controller of a creature, spell, or effect as target creature, spell, or effect deals to you					
<b>Faith Healer</b>	SC	R	**	●●	TM
Sacrifice an enchantment. Gain life equal to the enchantment's total casting cost. 1/1					
<b>Field of Souls</b>	EN	R	***	●●●	TM
Whenever a not-taken creature is put into your graveyard from play, put an Essence token into play. Treat as a 1/1 white creature with flying					
<b>Flickering Ward</b>	EC	C	***	●●●	TM
When you play Flickering Ward, choose a color. Enchanted creature gains protection from the chosen color. ●●● Return Ward to owner's hand.					
<b>Gallantry</b>	INS	U	***	●●●	TM
Target blocking creature gets +1/+4 until end of turn. Draw a card.					
<b>Gerard's Battle Cry</b>	EN	R	***	●●●	TM
●●● All creatures you control get +1/+1 until end of turn.					
<b>Glorious Anthem</b>	EN	R	***	●●●	TM
All creatures you control get +1/+1.					
<b>Greater Realm of Preservation</b>	EN	U	***	●●●	L.G.5th
●●● Prevent all damage to you from a red or black source.					
<b>Hanna's Custody</b>	EN	R	***	●●●	TM
Artifacts cannot be the target of spells or abilities.					
<b>Heal</b>	INS	C	**	●●	L.G.5th
Prevent 1 damage to any target. Cantrip.					
<b>Healing Salvo</b>	INS	C	***	●	LUR4th,5th,6th
Choose one target player gains 3 life or prevent up to 3 damage to a target.					
<b>Herald of Serra</b>	SC	R	***	●●●●	UL
Flying, etc. Attacking does not cause Herald of Serra to tap. 3/4.					
<b>Hero's Resolve</b>	EC	C	***	●●●	TM
Enchanted creature gets +1/-5					
<b>Hidden Retreat</b>	EN	R	****	●●●●	TM
Choose a card in your hand and put it on top of your library. Prevent all damage from an instant or sorcery.					
<b>High Ground</b>	EN	U	**	●●	EX
Each creature you control may block one additional creature					
<b>Hipparion</b>	SC	U	***	●●●	L.G.4th,5th
Cannot block creatures with power 3 or greater unless you pay ●● 1/3					



# MAGIC

## The Gathering

### Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Holy Strength</b>	EN	C	..	*	LUR,4th,5th
Target creature gains +1/+2.					
<b>Honor Guard</b>	SC	C	...	*	SH
* Honor Guard gets +0/+1 until end of turn. 1/1.					
<b>Hope and Glory</b>	INS	U	...	*	UL
Untap two target creatures. Each of them gets +1/+1 until end of turn.					
<b>Humble</b>	INS	U	...	*	UZ
Target creature loses all abilities and is a 0/1 creature until end of turn.					
<b>Humility</b>	EN	R	...	***	TM
Each creature loses all abilities and is a 1/1 creature.					
<b>Icathian Phalanx</b>	SC	U	...	**	FE,5th
Banish 2/4.					
<b>Icathian Scout</b>	SC	C	..	*	FE,5th
* Give target creature first strike. 1/1.					
<b>Icathian Titan</b>	SOR	R	...	***	FE,5th
Put four Cluzen tokens, which are 1/1 white creatures, in play.					
<b>Intrepid Hero</b>	SC	R	...	*	UZ
* Destroy target creature with power 4 or greater. 1/1.					
<b>Involuntarily</b>	INS	U	...	*	TM
Buyback. Prevent all damage to you from one source.					
<b>Iron Will</b>	INS	C	..	*	UL
Target creature gets +0/+4 until end of turn. Cycling.					
<b>Island Sanctuary</b>	EN	R	...	*	LUR,4th,5th
If you declare one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn.					
<b>Ivory Guardians</b>	SC	U	...	***	LG,4th,5th
Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.					
<b>Justice</b>	EN	U	...	***	IA,5th
You must pay *** during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.					
<b>Karma</b>	EN	U	...	***	LUR,4th,5th
During each player's upkeep, he takes 1 damage for each swap he controls.					
<b>Karmic Guide</b>	SC	R	...	***	UL
Flying. Protection from black: echo. When Karmic Guide comes into play, choose target creature card in your graveyard and put that creature into play. 2/2.					
<b>Keeper of the Light</b>	SC	U	...	*	EX
* Gain 3 life. Use only if you have less life than target opponent. 1/2.					
<b>Kismet</b>	EN	U	...	**	LG,4th,5th
All of target opponent's creatures, lands and artifacts enter play tapped.					
<b>Kjeldoran Royal Guard</b>	SC	R	...	***	IA,5th
* Redirect all damage dealt to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.					
<b>Kjeldoran Skycaptain</b>	SC	L	..	**	IA,5th
Flying, banding, first strike. 2/2.					
<b>Knight of Dawn</b>	SC	U	...	***	TM
First strike. Knight gains protection from a color of your choice until end of turn. 2/2.					
<b>Knighthood</b>	EN	U	...	**	UL
All creatures you control gain first strike.					
<b>Kor Chant</b>	INS	C	..	*	EX
Redirect to target creature all damage dealt to any one creature you control from any one source.					
<b>Lancers on Kor</b>	SC	U	...	***	SH
Trample. Redirect 1 damage from Lancers to a creature you control. 3/3.					
<b>Light of Day</b>	EN	U	...	**	TM
Black creatures cannot attack or block.					
<b>Limited Resources</b>	EN	R	...	*	EX
Each player chooses five lands he controls and sacrifices the rest. As long as there are ten or more lands in play, players cannot play lands.					
<b>Marble Titan</b>	SC	R	...	**	TM
Creatures with power 3 or greater do not untap during their untap phases. 3/3.					
<b>Martyr's Cause</b>	EN	U	...	**	UL
Sacrifice a creature: Prevent all damage to a creature or player from one source.					
<b>Master Decey</b>	SC	C	..	**	TM
* Tap target creature. 1/2.					
<b>Mesa Falcon</b>	SC	C	..	**	HL,5th
Flying. * +0/+1 until end of turn. 1/1.					
<b>Mesa Pegasus</b>	SC	C	..	**	LUR,4th,5th
Flying, banding. 1/1.					
<b>Monk Idealist</b>	SC	U	...	**	UZ
When Idealist comes into play, return target enchantment card from your graveyard to your hand. 2/2.					
<b>Monk Realist</b>	SC	C	..	**	UZ
When Realist comes into play, destroy target enchantment. 1/1.					
<b>Mother of Ruins</b>	SC	U	...	***	UL
* Target creature you control gains protection from a color of your choice until end of turn. 1/1.					
<b>Mounted Archers</b>	SC	C	..	**	TM
Can block creatures with flying. * Can block an additional creature this turn. 2/3.					
<b>Nomads on Kor</b>	SC	C	..	*	SH
* Redirect 1 damage from Nomads on Kor to a creature you control. 1/1.					
<b>Oath of Lieges</b>	EN	R	...	*	EX
During each player's upkeep, if he controls fewer lands than target opponent, he may search his or her library for a basic land card and put that land into play.					
<b>Opal Arcolith</b>	EN	L	...	**	UZ
Whenever an opponent successfully casts a creature spell, if Arcolith is an enchantment, it becomes a 2/4 Guardian creature. * Arcolith becomes an enchantment.					
<b>Opal Avenger</b>	EN	R	...	**	UL
When you have 10 life or less, Opal Avenger becomes a 3/5 creature that counts as a guardian.					
<b>Opal Archangel</b>	EN	R	...	**	UL
When one of your opponents successfully casts a creature spell, Archangel becomes a 5/5 flying Angel. Attacking does not cause Archangel to tap.					
<b>Opal Caryatid</b>	EN	C	..	*	UZ
When one of your opponents successfully casts a creature spell, if Caryatid is an enchantment, Caryatid becomes a 2/2 Soldier.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Opal Champion</b>	EN	C	..	**	UL
When one of your opponents successfully casts a creature spell, Opal Champion becomes a 3/3 creature with first strike that counts as a knight.					
<b>Opal Gargoyles</b>	EN	C	..	**	UZ
When one of your opponents successfully casts a creature spell, if Gargoyles is an enchantment, Gargoyles becomes a 2/2 flying Gargoyle.					
<b>Opal Titan</b>	EN	R	...	***	UZ
When one of your opponents successfully casts a creature spell, Titan becomes a 4/4 creature with protection from each of that spell's colors and that counts as a Giant.					
<b>Oracle on-Vec</b>	SC	R	...	**	TM
* Opponent chooses some creature he controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of turn, destroy each of those creatures that did not attack. Use only during your turn. 1/1.					
<b>Order of the White Shield</b>	SC	R	...	***	IA,5th
* Pay 1 life to counter a black spell. 2/2.					
<b>Order of the White Shield</b>	SC	U	...	**	IA,5th
Protection from black. * +1/+0. * First Strike. 2/1.					
<b>Orin, Samite Healer</b>	SL	R	...	**	TM
Counts as a Cleric. * Prevent up to 3 damage to any creature or player. 1/3.					
<b>Orin's Prayer</b>	EN	U	...	**	UL
If any creature attacks you, gain 1 life for each attacking creature.					
<b>Pacifism</b>	EC	C	..	**	MG,TM,UZ
Enchanted creature cannot attack or block.					
<b>Paladin on-Vec</b>	SC	R	...	***	EX
First strike, protection from black, protection from red. 2/2.					
<b>Pariah</b>	EC	R	...	**	UZ
Redirect to enchanted creature all damage dealt to you.					
<b>Path of Peace</b>	SOR	C	..	*	UZ
Destroy target creature. That creature's owner gains 4 life.					
<b>Peace and Quiet</b>	INS	U	...	**	UL
Destroy target target enchantments.					
<b>Peace of Mind</b>	EN	U	...	**	EX
* Choose and discard a card: Gain 3 life.					

NAME	KIND	CR	RATING	COST	SETS FOUND
<b>Reaping the Rewards</b>	INS	C	...	*	EX
Buyback—Sacrifice a land. Gain 2 life.					
<b>Reconnaissance</b>	EN	U	...	*	EX
* Remove target attacking creature you control from combat and untap it.					
<b>Redeem</b>	INS	U	...	**	UZ
Prevent all damage to one or two creatures.					
<b>Remembrance</b>	EN	R	...	**	UZ
Whenever a nontoken creature you control is put into a graveyard, you may search your library for a copy of that creature, reveal the card and put it into your hand.					
<b>Repentance</b>	SOR	U	...	**	TM
Target creature deals to itself damage equal to its power.					
<b>Repentant Blacksmith</b>	SC	C	...	**	ALCH,5th
Protection from red. 1/2.					
<b>Reverse Damage</b>	INS	R	...	***	LUR,4th,5th
All damage from any one source is instead added to your life total.					
<b>Righteousness</b>	INS	R	...	**	LUR,4th,5th
Target defending creature gets +1/+1 until end of turn.					
<b>Rolling Stones</b>	EN	R	...	**	SH
Walls can attack as though they were not Walls.					
<b>RoP: Artifacts</b>	EN	U	...	**	UZ
* Prevent all damage to you from an artifact source. Cycling.					
<b>RoP: Black</b>	EN	C	...	**	UZ
* Prevent all damage to you from a black source. Cycling.					
<b>RoP: Blue</b>	EN	C	...	**	UZ
* Prevent all damage to you from a blue source. Cycling.					
<b>RoP: Green</b>	EN	C	...	**	UZ
* Prevent all damage to you from a green source. Cycling.					
<b>RoP: Lands</b>	EN	R	...	**	UZ
* Prevent all damage to you from a land source. Cycling.					
<b>RoP: Red</b>	EN	C	...	**	UZ
* Prevent all damage to you from a red source. Cycling.					
<b>RoP: White</b>	EN	C	...	**	UZ
* Prevent all damage to you from a white source. Cycling.					

## CLASSIC COMBOS



It's the old **damned-if-you-do, damned-if-you-don't** scenario. Use your land and take damage. Don't use your land and you still take damage. Of course, those employing this combo often had a healthy supply of Moxes and Sol Rings or CoP: Red. We especially enjoyed this combo in multiplayer games, though death to the caster usually came pretty swiftly.

<b>Periled Unicorn</b>	SC	C	..	**	LUR,4th,5th
2/2.					
<b>Pegasus Charger</b>	SC	C	..	**	UZ
Flying, first strike. 2/1.					
<b>Pegasus Refuge</b>	EN	R	...	*	TM
* Choose and discard a card: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.					
<b>Pegasus Stampede</b>	SOR	U	...	**	EX
Buyback—Sacrifice a land. Put a 1/1 white flying Pegasus token into play.					
<b>Penance</b>	EN	U	...	**	EX
Choose a card from your hand and put that card on top of your library. Prevent all damage from a black or red source.					
<b>Personal Incarnation</b>	SC	R	...	***	LUR,4th,5th
Owner may redirect any amount of damage dealt to Incarnation to himself instead. If Incarnation dies, its owner loses half his life (round up). 6/6.					
<b>Pikemen</b>	SC	C	..	**	DK,4th,5th
Banding. First strike. 1/1.					
<b>Planar Birth</b>	SOR	R	...	**	UZ
Put all basic lands from all graveyards into play under their owners' control tapped.					
<b>Planar Collapse</b>	EN	R	...	**	UL
During your upkeep, if there are four or more creatures in play, sacrifice Collapse and destroy all creatures. Those creatures cannot be regenerated this turn.					
<b>Presence of the Master</b>	EN	U	...	**	UL
Whenever a player plays an enchantment spell, counter it.					
<b>Prismatic Ward</b>	EC	C	..	**	IA,5th
Choose a color and when Prismatic Ward comes into play, all damage dealt to target creature by sources of that color is reduced to 0.					
<b>Purity</b>	SOR	R	...	***	UL
Destroy all artifacts and enchantments.					
<b>Pursuit of Knowledge</b>	EN	R	...	***	SH
Skip drawing a card: Put a study counter on Pursuit. Remove three study counters from Pursuit. Sacrifice Pursuit. Draw seven cards.					
<b>Quickening Lich</b>	SC	U	...	**	TM
* Lich becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. You pay * to end this effect. 1/1.					
<b>Radiant Archangel</b>	SL	R	...	**	UL
Flying. Counts as an angel. Attacking does not cause Radiant to tap. Radiant gets +1/+1 for each other creature with flying in play. 3/3.					
<b>Radiant's Dragons</b>	SC	U	...	**	UL
Echo. When Radiant's Dragons comes into play, gain 5 life. 2/5.					
<b>Radiant's Judgment</b>	INS	C	..	**	UL
Destroy target creature power 4 or greater. Cycling.					
<b>Sacred Boon</b>	INS	U	...	**	IA,5th
* Prevent all damage to you from a white source. Cycling.					
<b>Sacred Ground</b>	EN	R	...	***	SH
Whenever an effect controlled by any opponent puts a card into your graveyard from play, put that land into play.					
<b>Sacred Guide</b>	SC	R	...	*	TM
* Sacrifice Guide: Reveal and remove cards from your library from the game until you reveal a white card. Put that card into your hand. 1/1.					
<b>Safeguard</b>	EN	R	...	***	TM
* Target creature deals no combat damage this turn.					
<b>Samite Blessing</b>	EC	C	..	*	SH
Creatures gain * Prevent all damage to any creature from any one source.					
<b>Samite Healer</b>	SC	C	..	**	LUR,4th,5th
* Prevent 1 damage to any target. 1/1.					
<b>Sanctum Custodian</b>	SC	C	..	**	UZ
* Prevent up to 2 damage to a creature or player. 1/2.					
<b>Sanctum Guardian</b>	SC	U	...	***	UZ
Sacrifice: Prevent all damage to a creature or player from one source. 1/4.					
<b>Scapagoat</b>	INS	U	...	*	SH
Sacrifice a creature. Return any # of target creatures you control to owner's hand.					
<b>Seasoned Marshal</b>	SC	U	...	***	UZ
Whenever Marshal attacks, you may tap target creature. 2/2.					
<b>Seraph</b>	SC	R	...	**	IA,5th
Flying. If a creature dies during a turn in which Seraph damaged it, put it into play under your control. Bury it if Seraph leaves play or your control. 4/4.					
<b>Serene Offering</b>	INS	U	...	**	TM
Destroy target enchantment. Gain life equal to its total casting cost.					
<b>Serra Avatar</b>	SC	R	...	***	UZ
Avatar has power and toughness each equal to your life total. When Avatar is put into a graveyard, shuffle Avatar into owner's library. 1/1.					
<b>Serra Bestiary</b>	EC	C	..	**	HL,5th
Pay ** during your upkeep or buy Bestiary. Target creature cannot block, attack or use any abilities that have * in its activation cost.					
<b>Serra Paladin</b>	SC	C	..	**	HL,5th
* Prevent 1 damage to any creature or player. * Attacking does not cause target creature to tap this turn. 2/2.					
<b>Serra Zealot</b>	SC	C	..	*	UZ
First strike. 1/1.					
<b>Serra's Embrace</b>	EC	U	...	***	UZ
Enchanted creature gets +2/+2 and gains flying. Attacking does not cause enchanted creature to tap.					

**MAGIC FACT** One of the Cuombajj Witches has six fingers on one of her hands. However, she is not related to similarly extra-digited Anne Boleyn.

## MAGIC DATA

C=COMMON		U=UNCOMMON		R=RARE	
ART	Artifact	EA	Enchant Artifact	EN	Enchantment
AC	Artifact Creature	EL	Enchant Creature	EW	Enchant World
CR	Current Rarity	EC	Enchant Land	INS	Instant
				INT	Interrupt
				LL	Legendary Land
				MS	Mana Source
				SC	Summon Creature
				SL	Summon Legend
				SOR	Sorcery



NAME	KIND	CP	RATING	COST	SETS FOUND
<b>Serra's Hymn</b>	EN	U	---	*	UZ
During your upkeep, you may put a counter on Hymn. Sacrifice: Prevent up to X damage total to any number of creatures and/or players, where X is the number of counters.					
<b>Serra's Liturgy</b>	EN	R	---	***	UZ
During your upkeep, you may put a counter on Liturgy. Sacrifice: Destroy up to X target artifacts and/or enchantments, where X is the number of counters.					
<b>Shackles</b>	LG	C	---	---	EX
Enchanted creature does not untap. Return Shackles to owner's hand.					
<b>Shaman <i>en-Kor</i></b>	SC	R	---	---	SH
Redirect 1 damage from Shaman to a creature you control. Redirect to Shaman <i>en-Kor</i> all damage dealt to any one creature from any one source. 1/2.					
<b>Shield Bearer</b>	SC	C	---	---	IA.5th
Barring, D/3					
<b>Shield Mate</b>	SC	C	---	---	EX
Sacrifice Shield Mate: Target creature gets +0/+4 until end of turn. 1/1.					
<b>Shield Wall</b>	INS	U	---	---	LG.4th.5th
Give all your creatures +0/+2 until end of turn.					
<b>Shimmering Barrier</b>	SC	U	---	---	UZ
First strike. Cycling. 1/3.					
<b>Silent Attendant</b>	SC	C	---	---	UZ
Gain 1 life. 0/2.					
<b>Skyskroud Falcon</b>	SC	C	---	---	SH
Flying. Attacking does not cause Skyskroud Falcon to tap. 1/1.					
<b>Smite</b>	INS	C	---	---	SH
Destroy target blocked creature.					
<b>Soltari Champion</b>	SC	R	---	---	SH
Shadow. If attacking, all your other creatures get +1/+1 until end of turn. 2/2.					
<b>Soltari Crusader</b>	SC	U	---	---	TM
Shadow. Soltari Crusader gets +1/+0 until end of turn. 2/1.					
<b>Soltari Emissary</b>	SC	R	---	---	TM
Soltari Emissary gains shadow until end of turn. 2/1.					
<b>Soltari Foot Soldier</b>	SC	C	---	---	TM
Shadow. 1/1.					
<b>Soltari Lancer</b>	SC	C	---	---	TM
Shadow. First strike when attacking. 2/2.					
<b>Soltari Monk</b>	SC	U	---	---	TM
Protection from black: shadow. 2/1.					
<b>Soltari Priest</b>	SC	U	---	---	TM
Protection from red; shadow. 2/1.					
<b>Soltari Trooper</b>	SC	C	---	---	TM
Shadow. If Soltari Trooper attacks, it gets +1/+1 until end of turn. 1/1.					
<b>Soltari Visionary</b>	SC	C	---	---	EX
Shadow. If Visionary damages a player, destroy an enchantment that player controls. 2/2.					
<b>Songstitcher</b>	SC	U	---	---	UZ
Target attacking creature with flying deals no combat damage this turn. 1/1.					
<b>Soul Sculptor</b>	SC	R	---	---	UZ
Target creature becomes an enchantment and loses all abilities until a player successfully casts a creature spell. 1/1.					
<b>Soul Warden</b>	SC	C	---	---	EX
Whenever any other creature comes into play, gain 1 life. 1/1.					
<b>Spirit <i>en-Kor</i></b>	SC	C	---	---	SH
Redirect 1 damage from Spirit to a creature you control. 2/2.					
<b>Spirit Link</b>	EC	U	---	---	LG.4th.5th
Gain 1 life for every point of damage done by target creature.					
<b>Spirit Mirror</b>	EN	R	---	---	TM
During your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection token into play. D: Destroy target Reflection.					
<b>Standing Troops</b>	SC	C	---	---	EX
Attacking does not cause Standing Troops to tap. 1/4.					
<b>Staunch Defenders</b>	SC	U	---	---	TM
When Staunch Defenders comes into play, gain 4 life. 3/4.					
<b>Sustainer of the Realm</b>	SC	J	---	---	UL
Flying. Whenever Sustainer blocks, it gets +0/+2 until end of turn. 2/3.					
<b>Talon Silver</b>	SC	C	---	---	TM
All Silvers gain first strike. 1/1.					
<b>Temper</b>	INS	U	---	---	SH
Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on target creature.					
<b>Tragic Poet</b>	SC	C	---	---	UL
Sacrifice: Return target enchantment card from your graveyard to hand. 1/1.					
<b>Treasure Hunter</b>	SC	U	---	---	EX
When Hunter comes into play, return an artifact from your graveyard to hand. 2/2.					
<b>Truce</b>	INS	R	---	---	HL.5th
Each player may draw up to two cards or gain 2 life for each card they don't draw.					
<b>Tundra Wolves</b>	SC	C	---	---	LG.4th.5th
First strike. 1/1.					
<b>Venerable Monk</b>	SC	C	---	---	SH
When Venerable Monk comes into play, gain 2 life. 2/2.					
<b>Voice of Grace</b>	SC	U	---	---	UZ
Flying. Protection from black. 2/2.					
<b>Voice of Law</b>	SC	U	---	---	UZ
Flying. Protection from red. 2/2.					
<b>Wall of Essence</b>	SC	U	---	---	SH
For each 1 combat damage dealt to Wall of Essence, gain 1 life. 0/4.					
<b>Wall of Nets</b>	SC	R	---	---	EX
At end of combat, remove from game all creatures blocked by Wall. If Wall leaves play, return all removed creatures to the game. 0/7.					
<b>Wall of Swords</b>	SC	U	---	---	LG.4th.5th
Flying. 3/5.					
<b>Warmth</b>	EN	J	---	---	TM
Whenever target opponent successfully casts a red spell, gain 2 life.					
<b>Warrior Angel</b>	SC	R	---	---	SH
Flying. For each 1 damage Warrior Angel deals, gain 1 life. 3/4.					
<b>Warrior <i>en-Kor</i></b>	SC	R	---	---	SH
Redirect 1 damage from Warrior <i>en-Kor</i> to a creature you control. 2/2.					
<b>Waylay</b>	INS	U	---	---	UZ
Put three 2/2 white Knight tokens into play. Remove them from game at end of turn.					
<b>Walking Hawk</b>	SC	C	---	---	EX
Flying. If Hawk is put into any graveyard from play, you may search your library for a Walking Hawk card and put it into your hand. 1/1.					
<b>White Knight</b>	SC	U	---	---	LG.4th.5th
Protection from black. First strike. 2/2.					
<b>Winds of Rath</b>	SDR	R	---	---	TM
Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.					

NAME	KIND	CP	RATING	COST	SETS FOUND
<b>Worship</b>	EN	R	---	---	UZ
Damage that would reduce your life total to less than 1 instead reduces it to 1 if you control a creature.					
<b>Worthy Cause</b>	INS	U	---	---	TM
Buyback. Sacrifice a creature: Gain life equal to the creature's toughness.					
<b>Wrath of God</b>	INS	R	---	---	LG.4th.5th
Bury all creatures in play.					
<b>Youthful Knight</b>	SC	C	---	---	SH
First strike. 2/1.					
<b>Zealots <i>en-Oai</i></b>	SC	U	---	---	EX
During your upkeep, if all nonland permanents you control are white, gain 1 life. 2/4.					

NAME	KIND	CP	RATING	COST	SETS FOUND
<b>Adarker Wastes</b>	LAN	R	---	---	IA.5th
Add to your mana pool. Add to your mana pool and take 1 damage. Add to your mana pool and take 1 damage.					
<b>Ancient Tomb</b>	LAN	U	---	---	TM
Add two colorless mana to your pool. Tomb deals 2 damage to you.					
<b>Blasted Landscape</b>	LAN	J	---	---	UZ
Add one colorless mana to your mana pool. Cycling.					
<b>Bottomless Vault</b>	LAN	R	---	---	FE.5th
Comes into play tapped. You may leave Vault tapped to put a counter on it. Remove any number of counters, adding for each one.					
<b>Brunnland</b>	LAN	R	---	---	IA.5th
Add 1 colorless mana to your pool. Add to your mana pool and take 1 damage. Add to your mana pool and take 1 damage.					
<b>Caldera Lake</b>	LAN	R	---	---	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add to your mana pool. Caldera Lake deals 1 damage to you.					

## STUMPERS

**Q** How do Abundance and Sylvan Library work together?

**A** Quite well. When you use Abundance to replace a card, you're not considered to have "drawn" the replacement card, so Sylvan Library can't force you to put it back. You'll get three Abundance cards a turn—one from your normal draw, two from the library—without having to pay any life.

<b>Cinder Marsh</b>	LAN	J	---	---	TM
Add one colorless mana to your mana pool. Add or to your mana pool. Cinder Marsh does not untap during your next untap phase.					
<b>City of Brass</b>	LAN	R	---	---	AN.4th.5th
Add 1 mana of any color. Take 1 damage whenever City is tapped.					
<b>City of Traitors</b>	LAN	R	---	---	EX
If you play a land, sacrifice City: Add two colorless mana to your mana pool.					
<b>Drifting Meadow</b>	LAN	C	---	---	UZ
Comes into play tapped. Add to your mana pool. Cycling.					
<b>Dwarven Hold</b>	LAN	R	---	---	FE.5th
Comes into play tapped. You may leave Hold tapped to put a counter on it. Remove any number of counters, adding for each one.					
<b>Dwarven Ruins</b>	LAN	J	---	---	FE.5th
Comes into play tapped. Add to your mana pool. Sacrifice Dwarven Ruins: Add to your mana pool.					
<b>Ebon Stronghold</b>	LAN	U	---	---	FE.5th
Comes into play tapped. Add to your mana pool. Sacrifice Ebon Stronghold: Add to your mana pool.					
<b>Faerie Conclave</b>	LAN	U	---	---	UL
Comes into play tapped. Add to your mana pool. Conclave becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land.					
<b>Forbidding Watchtower</b>	LAN	U	---	---	UL
Comes into play tapped. Add to your mana pool. Watchtower becomes a 1/5 white creature until end of turn. This creature still counts as a land.					
<b>Gaea's Cradle</b>	LAN	R	---	---	UZ
Add to your mana pool for each creature you control.					
<b>Ghilt Enchantment</b>	LAN	J	---	---	UL
Comes into play tapped. Add to your mana pool. Enchantment becomes a 2/1 red creature with first strike until end of turn.					
<b>Ghost Town</b>	LAN	U	---	---	TM
Add one colorless mana to your mana pool. Return Ghost Town to owner's hand. Use this ability only during another player's turn.					

NAME	COST OF CASTING COST				SETS FOUND
<b>Havenwood Battleground</b>	LAN	U	---	---	FE.5th
Comes into play tapped. Add to your mana pool. Sacrifice Havenwood Battleground: Add to your mana pool.					
<b>Hollow Trees</b>	LAN	R	---	---	FE.5th
Comes into play tapped. You may leave Trees tapped to put a counter on it. Remove any number of counters, adding for each one.					
<b>Iceborn Stone</b>	LAN	R	---	---	FE.5th
Comes into play tapped. You may leave Stone tapped to put a counter on it. Remove any number of counters, adding for each one.					
<b>Ice Floe</b>	LAN	U	---	---	IA.5th
You may choose not to untap Ice Floe. Tag a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.					
<b>Karlsrud Forest</b>	LAN	R	---	---	IA.5th
Add to your mana pool. Add to your mana pool and take 1 damage. Add to your mana pool and take 1 damage.					
<b>Maze of Shadows</b>	LAN	J	---	---	TM
Add one colorless mana to your mana pool. Untap target attacking creature with shadow. That creature neither deals nor receives combat damage.					
<b>Mogg Hollows</b>	LAN	U	---	---	TM
Add one colorless mana to your mana pool. Add or to your mana pool. Mogg Hollows does not untap during your next untap phase.					
<b>Phryxian Tower</b>	LAN	R	---	---	UZ
Add one colorless mana to your mana pool. Sacrifice a creature. Add to your mana pool.					
<b>Pine Barrens</b>	LAN	R	---	---	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add or to your mana pool. Pine Barrens deals 1 damage to you.					
<b>Polluted Mine</b>	LAN	C	---	---	UZ
Comes into play tapped. Add to your mana pool. Cycling.					
<b>Reflecting Pool</b>	LAN	R	---	---	TM
Add to your pool 1 mana of any type that any land you control can produce.					
<b>Renote Isle</b>	LAN	C	---	---	UZ
Comes into play tapped. Add to your mana pool. Cycling.					
<b>Rootwater Depths</b>	LAN	U	---	---	TM
Add one colorless mana to your mana pool. Add or to your mana pool. Rootwater Depths does not untap during your next untap phase.					
<b>Ruins of Trokair</b>	LAN	U	---	---	FE.5th
Comes into play tapped. Add to your mana pool. Sacrifice Ruins of Trokair: Add to your mana pool.					
<b>Salt Flats</b>	LAN	R	---	---	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add or to your mana pool. Salt Flats deals 1 damage to you.					
<b>Sand Silos</b>	LAN	R	---	---	FE.5th
Comes into play tapped. You may leave Silos tapped to put a counter on it. Remove any number of counters, adding for each one.					
<b>Scabland</b>	LAN	R	---	---	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add or to your mana pool. Scabland deals 1 damage to you.					
<b>Serra's Sanctum</b>	LAN	R	---	---	UZ
Add to your mana pool for each enchantment you control.					
<b>Shivan Gorge</b>	LAN	R	---	---	UZ
Add one colorless mana to your mana pool. Gorge deals 1 damage to each of your opponents.					
<b>Skyskroud Forest</b>	LAN	R	---	---	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add or to your mana pool. Forest deals 1 damage to you.					
<b>Slippery Karst</b>	LAN	C	---	---	UZ
Comes into play tapped. Add to your mana pool. Cycling.					
<b>Smoldering Crater</b>	LAN	C	---	---	UZ
Comes into play tapped. Add to your mana pool. Cycling.					
<b>Spawning Pool</b>	LAN	J	---	---	UL
Comes into play tapped. Add to your mana pool. Pool becomes a 1/1 black creature with Regenerate until end of turn.					
<b>Stalking Stones</b>	LAN	L	---	---	TM
Add one colorless mana to your mana pool. Stalking Stones becomes a 3/3 artifact creature permanently.					
<b>Sulfurous Springs</b>	LAN	R	---	---	IA.5th
Add to your mana pool. Add to your mana pool and take 1 damage. Add to your mana pool and take 1 damage.					
<b>Syslutine Temple</b>	LAN	U	---	---	FE.5th
Comes into play tapped. Add to your mana pool. Sacrifice Syslutine Temple. Add to your mana pool.					
<b>Thalokos Lowlands</b>	LAN	U	---	---	TM
Add one colorless mana to your mana pool. Add or to your mana pool. Does not untap during your next untap phase.					
<b>Thran Quarry</b>	LAN	R	---	---	UZ
At the end of each turn, if you control no creatures, sacrifice Thran Quarry. Add one mana of any color to your mana pool.					
<b>Tolarian Academy</b>	LAN	R	---	---	UZ
Add to your mana pool for each artifact you control. Blessed!					
<b>Treetop Village</b>	LAN	J	---	---	UL
Comes into play tapped. Add to your mana pool. Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.					
<b>Underground River</b>	LAN	R	---	---	IA.5th
Add 1 to your mana pool. Add to your mana pool and take 1 damage. Add to your mana pool and take 1 damage.					
<b>Urza's Mine</b>	LAN	C	---	---	AQ.4th.5th
Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.					
<b>Urza's Power Plant</b>	LAN	C	---	---	AQ.5th
Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.					
<b>Urza's Tower</b>	LAN	C	---	---	AQ.4th.5th
Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.					
<b>Vec Township</b>	LAN	U	---	---	TM
Add one colorless mana to your mana pool. Add or to your mana pool. Vec Township does not untap during your next untap phase.					
<b>Volrath's Stronghold</b>	LAN	R	---	---	SH
Add one colorless mana to your mana pool. Put target creature card from your graveyard on top of your library.					
<b>Wasteland</b>	LAN	U	---	---	TM
Add one colorless mana to your mana pool. Sacrifice Wasteland. Destroy target artifact and land.					



# After Hours

## This Story Ends in Nudity

**I**t was the ultimate goal: The *IQ Gamer* staff—a crack team of professionals who can master any game in just a few days—would lay the gauntlet down and attempt to achieve every gaming fans dream. They would see a naked chick without having to pay for it. The plan: Provoke two poker-playin' ladies here at Wizard Entertainment—administrative assistant Cassie Lopusnak and customer service rep Meghan Lofstrom—by saying “we’re professional gamers, and you can’t touch our poker mojo.” Then, with their feathers ruffled and minds clouded with rage, get them to agree on the best kind of poker—strip.

And they said yes way too easily. That sent staffers Mike Searle, Paul Sudlow and Brent Fishbaugh scrambling for the hills in fear for their tightly-whiteys, leaving only Games Editor Jeff Hannes and last-minute fill-in Research Assistant André Shell to put their pasty white butt-cheeks where their mouths were.

So what proved superior? The hard-edged gambling experience of two streetwise babes or the machine-like precision of over a decade of gaming experience? “I lost my pants” a disturbingly pale Hannes told uncomfortable reporters after the 45 minute match. “And I really should have listened to my mom’s advice about that whole ‘clean underwear’ thing. I feel dirty.”

Both ladies, having since pulled their eyes from their sockets, were unavailable for comment.

**THE FULL MONTY** *InQuest* proves that some people should always wear clothes.

**CASSIE:** Possibly psychologically scarred and put off men forever. Damn.

**ANDRÉ:** Far more nekkid than he should be.

**JEFF:** Owner of the world’s two smallest nipples.

**MEGHAN:** Currently filing a Class 2 sexual harassment suit. Soon to be vacationing in Bermuda.

**PHILIPÉ:** What André named this pair of boxers. Don’t ask.

**YOWZA!** The third worst smelling thing in this photo.

## THE TOP 10...

### RUMORS ALREADY CIRCULATING ABOUT STAR WARS: EPISODE II

10. Newfangled, coal-burning X-wings introduced.
9. Harrison Ford to return in surprise move, but only if he gets to “slap Hamill around a bit.”
8. Jar Jar’s sister Jugs Jugs shows up.
7. Less ass shots.
6. Due to lack of interest, “Episode II” shelved in favor of “Even More American Graffiti.”
5. Lucas taking advantage of cheap Indonesian labor; “special effects” to include sparklers and sock puppets doused in gasoline.
4. Yoda to retire to the writing life in Cabot Cove, Maine, but keeps getting wrapped up in murder mysteries concerning washed-up guest stars.
3. Boba Fett’s backpack actually shoots missiles!
2. The fate of the hazardous Q-wing fighter is revealed.
1. Dengar makes his debut. Sucks.

Photo by Paul Schraed



*InQuest* has had quite a few subtitles over the years. We debuted as “The Future of Gaming.” In issue #3, we switched to “The Ultimate Guide to Card Games” and to “The Guide to Collectible Card Games” in issue #6. We kept that title until issue #29, when we became “The Guide to Gaming” and finally settled on “The Gaming Magazine” in issue #32.



# shows, cons

# tournaments

## DEAR ADVERTISERS,

If you want to list your show or tournament, contact:

**Karen Evora**  
**Advertising Projects Manager**  
**Wizard Entertainment**  
**151 Wells Avenue,**  
**Congers NY 10920**  
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**FX: 914.268.5386**



## GEORGIA

MAY & JUNE, ATLANTA

THE WAR ROOM, I-85 North at exit 38 in Norcross. Home of the \$100 NO ENTRY FEE *Magic: The Gathering* tournament every Saturday. The tournament starts at 11:30 a.m. 3,358 square foot game room with seats for over 150 players. Two private roleplaying rooms and twenty tables for miniatures. Largest selection of miniatures in town. Events daily at the store. Call (770) 729-9588, check us out at [www.thewarroom.com](http://www.thewarroom.com) or e-mail us at [store@thewarroom.com](mailto:store@thewarroom.com).

## MASSACHUSETTS

JULY 23-25, BOSTON

VISIONS '99: BOSTON, Bayside Expo Center. New England's largest gaming, comic, sci-fi, toy & fantasy convention. *Magic: The Gathering*, *Star Wars*, *Star Trek* tournaments, plus other gaming events. Great prizes, including cash! Hundreds of exhibit booths, celebrity guest stars, comic book artists, writers, publishers, autographs, panels, live performances, auctions, anime, scientific presentations, video room and more! For info, call (508) 896-7448, check out [www.i-visions.com](http://www.i-visions.com), e-mail us at [ivisions@cape.com](mailto:ivisions@cape.com) or write Infinite Visions, Box 904, South Yarmouth, MA 02664. Exhibitors should call (508) 896-7402.

## NEW YORK

WEEKLY IN MAY & JUNE, NANUET

WIZARD WORLD, the longest running tournament in Rockland! 1/4 mile east of Nanuet Mall on Route 59 in the Service Merchandise Shopping Center. *Magic* tournaments every Friday at 6 p.m. Players vote for tournament type—I, II, Draft—with prizes for the top three competitors. Sanctioned Type II tournaments on Mondays. Call for ARENA information. We also have a complete selection of *LSR*, *Star Wars*, *Battletech* and *Rage*, with events running Saturdays and Sundays in our dedicated gaming area. We will demo any game upon request. For further information, contact John or Kierin @ (914) 624-2224.

## OHIO

JULY 1-4, COLUMBUS

ORIGINS INTERNATIONAL GAME EXPO & FAIR '99, Columbus Convention Center. Pre-registration weekend badge \$40, on-site \$45. Guests: celebrities, artists, authors, game designers and more. Events: Focus, history, celebrity signings, seminars, roleplaying games, largest independent War College, historical miniatures, RPGA events, live-action role playing events (LARPs), board and computer games, trading card games, auction, art show, a maze of games and more. Contact Andon Unlimited @ 1-800-529-EXPO to request a FREE pre-registration book or e-mail us at [Andon@AOL.com](mailto:Andon@AOL.com). Preregister online at [www.andonunlimited.com](http://www.andonunlimited.com).

## SOUTH CAROLINA

APRIL-JUNE, MYRTLE BEACH

THE DUELING GROUND! 4981 Hwy 707 Myrtle Beach, SC 29575. SC's premiere gaming arena! *Magic: The Gathering* DCI sanctioned tourney every Tuesday and Friday night, 7:30 p.m. Type and prizes vary. Visit [www.duelingground.com](http://www.duelingground.com) for a complete schedule. On Saturdays, the tournaments vary between *LSR*, *Star Wars*, *Deadlands*, *Magic* and *Warhammer*. We offer 1,000 sq. ft. of FREE dedicated gaming space. Come see why Myrtle Beach is the hottest destination on the East Coast. Call (843) 293-1406 or check out [www.duelingground.com](http://www.duelingground.com)

## TEXAS

MAY 22-23, HOUSTON

NOSTALGIA PROMOTIONS COLLECTORS SHOWS, Holiday Inn Hotel, I-10W at Antoine - 713-681-5000. 50+ tables. \$2 admission for adults, children 12 years & under FREE with ad. 10 a.m.-4 p.m. each day! Comic books, sports cards, toys, trading cards, Beanie's & racing memorabilia. Artists and writers at each show. Enter the art contest! Try the speed pitch machine! Play in the *Magic* tournament: Type II, entry \$5, Sat. only. *Star Wars* tournament: no entrance fee, Decipher sanctioned, Sun. \$400 in prizes given out! First 100 paid admissions are eligible to win \$50 in show money! For more information, call Andy Mingle @ (281) 748-5154.

## VIRGINIA

JUNE 6, TYSONS CORNER (WASHINGTON D.C. AREA)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY, *MAGIC* AND NON-SPORT CARD SHOW, Tysons Corner Westpark Hotel, 8401 Westpark Dr., McLean, VA. Directions: Take exit 10 (Route 7 west) off I-495, 1/2 mile west on Route 7. Hotel is on right. For further directions, call (703) 734-2800. 90 vendor tables: 1st table @ \$65, 2nd table @ \$60, 3rd+ @ \$55. \$2 admission, children under 5 FREE. FREE parking. 10 a.m.-4 p.m. Buy, sell and trade: *MAGIC* and other gaming cards; gold, silver & new comics; independents; anime; figures; toys; BEANIE BABIES; posters; T-shirts; original artwork; non-sports cards; etc. Guests: Call Jeffery Rocen @ (703) 912-1993, check out <http://members.aol.com/comicshow> or e-mail [comicshow@aol.com](mailto:comicshow@aol.com).

## WISCONSIN

AUGUST 5-8, MILWAUKEE

GEN CON GAME FAIR '99, Midwest Express Center. \$50 pre-registration weekend badge, \$55 on-site. Guests: celebrities, artists, authors, game designers and more. Events: national championships, demo games, miniatures, RPGA, roleplaying, *Magic: The Gathering*, TCG tournaments, board games, costume contest, anime room, art show, auction, celebrity signings, seminars, exhibit hall and more. To request a free pre-registration book, contact Andon Unlimited @ 1-800-529-EXPO or e-mail us at [Andon@AOL.com](mailto:Andon@AOL.com). Preregister online at [www.andonunlimited.com](http://www.andonunlimited.com).



# INQUEST

# FREE

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# gamer

THE GAMING MAGAZINE #51

**WOW!**

# FREE

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IMPORT  
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[www.wizardworld.com](http://www.wizardworld.com)



# SwanSONG

## The Name Game

**E**ver think that *Magic* card names have become kinda lame? Gone are Stone-Throwing Devils, Lord Of The Pit and Timetwister—replaced by Curfew, Catalog, Crawspace and the like.

Don't complain. *InQuest Gamer* managed to get hold of a top secret memo listing the other names considered for recent *Magic* cards. We think the design team made all the right choices.

### Final Name: Horseshoe Crab

**Names considered:** Horseshoe Beaver, Horseshoe Squirrel, Horseshoe Of Bogardan.

### Final Name: Disruptive Student

**Names considered:** Gum-Chewing Student, Note-Passing Student, Student Of Bogardan.

### Final Name: Wall of Junk

**Names considered:** Wall Of Crap, Wall Of Garbage, Wall Of Bogardan.



THIS BITES *Magic* card names getting dam lame.

### Final Name: No Rest For The Wicked

**Names considered:** No Sweets For The Wicked, No Toys For The Wicked, No Trip To Bogardan For The Wicked.

### Final Name: Cave Tiger

**Names considered:** Cave Beaver, Cave Squirrel, Tiger Of Bogardan.

### Final Name: Back to Basics

**Names considered:** Back To The Future, Back In Black, Back To \_\_\_\_\_. [Note to R&D: Try to come up with a good *Magic* word that starts with "B"].

### Final Name: Show and Tell

**Names considered:** Study Hall, Intermediate Math, Bogardan: Land Of Mystery.

### Final Name: Lull

**Names considered:** Dull, Pull, Bob Of Bogar... Ah, we've beaten this "Bogardan" joke to death. No more. Honest.

### Final Name: Rain of Filth

**Names considered:** Rain Of Phil, Rain Of #2, Rain Of Dookey.

### Final Name: Hush

**Names considered:** Sssshhhh, Shut Up, Shut Your Pie Hole.

### Final Name: Power Sink

**Names considered:** Power Bathtub, Power Towel Rack, Power Toilet.

### Final Name: Giant Cockroach

**Names considered:** Really Big Ant, Largish Pill Bug, Fat Fly.

### Final Name: Annul

**Names considered:** Divorce, Separate, Kick The Bum Out.

### Final Name: Iron Maiden

**Names considered:** Mötley Crüe, AC/DC, Deep Purple.

### Final Name: Witch Engine

**Names considered:** What Engine, When Engine, How Engine.

### Final Name: Douse

**Names considered:** Douche, Feminine Hygiene Rinse, Bogardan Fire Wash. Okay, we couldn't help ourselves...

The *InQuest Gamer* sense of humor? Straight from kinderbogardan.



Ummm...donuts. The total number of donuts consumed by the staff multiplied by the total number of CCG cards accumulated over 50 issues equals the distance in kilometers from here to Uranus.

ANNIVERSARY FUN FACTS



# STAR WARS

## EPISODE VII

*Rise of the New Republic*

*With the death of the EMPEROR and the destruction of his second DEATH STAR, the evil GALACTIC EMPIRE collapses into confusion. Rebel Alliance leaders declare the creation of a NEW REPUBLIC, while Luke Skywalker trains a new generation of Jedi Knights.*



But as the galaxy's citizens celebrate victory, rogue **IMPERIAL WARLORDS** prepare to strike! On the Imperial capital of **CORUSCANT**, an Imperial mastermind seizes power and declares war on the New Republic. And in the distant **UNKNOWN REGIONS**, the Emperor's foremost strategist, **GRAND ADMIRAL THRAWN**, rallies a massive fleet and gathers secret Imperial technology in preparation for an offensive to seize control of the galaxy...

That's the way the movies after "Return of the Jedi" would go, if they followed the current Star Wars history based off the books, comics and other stories officially approved by George Lucas and company. With all the prequel hype, *IQ Gamer* thought it'd make a refreshing change to research everything there is to know about our favorite characters beyond the movies and to ask the question, "What is the future of 'Star Wars?'"

## Luke Skywalker

**W**hile lesser men might have retired after bringing down an evil Empire, that sort of thing's just a warm-up act for a guy like Luke Skywalker. In the years after the fall of Emperor Palpatine, he's tangled with alien invaders, Imperial warlords and Dark Jedi, re-established the order of Jedi Knights and even kissed a girl or two.

Luke had no sooner ushered daddy Anakin into the great beyond than he was called on to travel the backwater world of Bakura, ream an alien invasion fleet and send the dino Ssi-ruuk back into unknown space with their tails between their legs.

Burning to re-establish the order of Jedi Knights, Luke sought people who knew something of the Force. His first big lead was a Jedi Master named Joruuus C'baoth. Too bad C'baoth was an insane old coot and a clone enslaved by the Dark Side. Luke had to put the old boy down in a riveting lightsaber battle, but not before facing a clone of himself.

Luke's Doublemint fun continued when a clone of Emperor Palpatine returned to task the universe. In confronting the new Emperor, Luke turned to the Dark Side, studying it, trying to learn how to defeat it from within, and nearly fell into it's power. But in the end, he recovered and dispatched the Emperor when he and newly Force-trained Leia turned one of the Emperor's Force storms—a Force-conjured, stellar-sized hurricane—against him. The Emperor lost control of the summoned storm and it consumed him.

All this killing of Dark Side clones got to be too much for one guy, so Luke started his own Jedi Academy on the jungle moon Yavin 4, the onetime secret Rebel base. There were a few glitches in the early days—like the time the spirit of an ancient Sith lord showed up and offed some of his students—but eventually he got things running smoothly, and for the first time in decades the galaxy has more than two Jedi flying around at a time.

Time enough for Luke to relax a bit and take a breather—maybe even get a girlfriend. Mara Jade, his one-time enemy, fills the bill nicely.

## By Bill Smith



**DARTN WATER** Luke's still stomping the Dark Side 20 years after "Jedi."



# HAN SOLO

**T**o smugglers, being dead is better than being respectable. Add it up: General of the New Republic. War hero. Husband of the President of the New Republic. Han Solo is now, if anything, respectable.

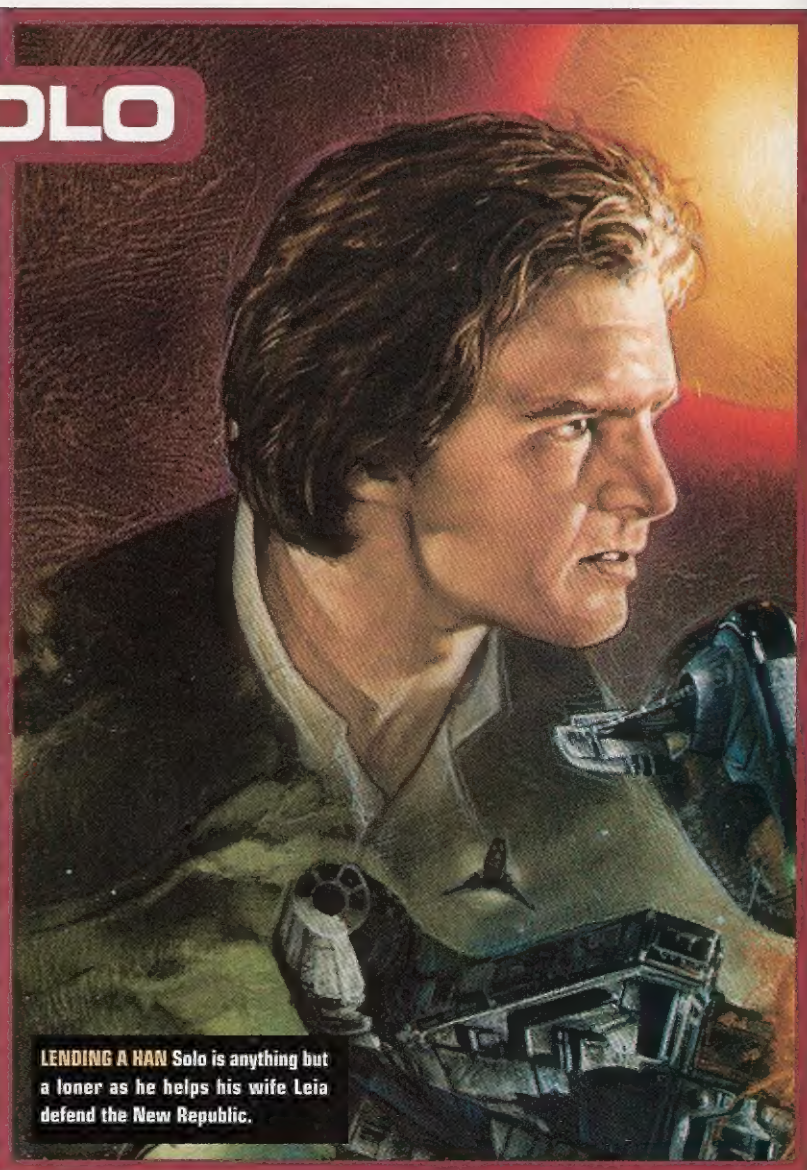
Han is still famous for what he does best: Outsmarting the bad guys. His first major pain was a rogue Imperial Warlord named Zsinj. After spending the better part of a year chasing him across the galaxy, Han defeated Zsinj at planet Dathomir when dozens of battle cruisers atomized Zsinj's Super Star Destroyer. That was also the year he married Leia Organa, after winning her back from the handsome and charming Hapan Prince Isolder who had courted Leia's affections.

Too restless to really settle down, Han spent decades looking for the least excuse to barrel off on adventures, often backing up his wife's diplomatic language with a well-placed blaster shot. He won over both the independent smugglers of the galaxy and a private fleet run by former Corellian Senator Garm Bel Iblis and convinced them to join the New Republic at a time when Grand Admiral Thrawn's Imperial fleets were moving in for the kill. Han also helped the Republic recover the lost Dark Force fleet of Katana dreadnoughts when the New Republic fleet was down to patched-together X-wings.

Seven years after Endor, Han flew to Kessel on a diplomatic mission, but he didn't exactly get a warm welcome: Moruth Doole, Kessel's renegade ruler, shot down the *Millennium Falcon* and dumped Han and Chewie in the spice mines. They escaped Kessel amidst explosions and laser blasts, but ended up prisoners at Maw Installation, the secret Imperial base which designed the original Death Star prototype. Fortunately, Han worked his usual magic, throwing the local Imperial fleet into disarray and stealing the Sun Crusher, an Imperial starship that can blow up stars.

Trouble found Han again when he returned home to Corellia. A revolutionary group named the Human League seized power and Solo was captured and brought before their leader, his sadistic cousin Thracken Sal-Solo. Han took a lot of abuse from Thracken as a kid, so it was time to get even: After escaping, Han teamed up with a New Republic fleet to destroy Thracken's fleet and oust his regime.

Han's a family man now, but he'll probably be taking down the bad guys from his deathbed.



**LENDING A HAN Solo is anything but a loner as he helps his wife Leia defend the New Republic.**

# CHEWBACCA

**R**escue Han. Take care of Princess. Fix *Falcon*. Rough up bad guys. Chewbacca's got the routine down by now. With a sworn life-debt to Han Solo—probably the most trouble-prone human in the galaxy—Chewie's life is never dull.

A former Imperial slave, Chewie took a personal hand in booting the slavers and their Trandoshan lackeys off his homeworld of Kashyyyk. Bounty hunter Bossk is a Trandoshan—it was his people who convinced the Imperials to enslave the Wookiees.

When Leia was being hounded by the Noghri, Chewie brought Leia to Kashyyyk; what other place in the galaxy could be safer than a city filled with Wookiees? While the Noghri were stopped, Chewie's lifelong best friend Salporin died while protecting Leia.

Chewie's life-debt has kept him close to the action and Han always seems to need a lot of looking after, like the time Han was captured by the Yevetha and Chewie and his son had to come to the rescue. Now, with peace at hand, Chewie splits his time between his "human family" of Han, Leia and their children, and his own family and friends back on Kashyyyk.



**Cow Nose**—*InQuest Gamer's* mascot and contributing editor Rick Swan's rotund rodent ravager—has been bandied about in the pages of the magazine since its early days, but she made her pictorial debut only recently, in issue 29. Since then, she's appeared 21 times in *InQuest*.

**ANNIVERSARY FUN FACTS**



# LEIA ORGANA SOLO

Leia's both warrior and diplomat, and she's had plenty of opportunities to show the galaxy both sides. With the Emperor dead, she rallied hundreds of worlds to sign onto the New Republic, preventing the galaxy from plunging into utter chaos. Between conferences and battles, Leia studied the Force and learned how to use a lightsaber.

When Grand Admiral Thrawn showed up, Leia found herself on the run from mysterious attackers, a previously unknown race named the Noghri. Originally the servants of Darth Vader, these slight but deadly warriors did the bidding of Imperial Grand Admiral Thrawn—until Leia convinced them that she was "Lady Vader" and their true mistress. They promptly switched sides and even took care of Thrawn; just as he was about to crush the New Republic, one of his Noghri bodyguards assassinated him on the bridge of his own Star Destroyer.

While the battles raged, Leia gave birth to Jacen and Jaina Solo. Then, a year later, after eliminating the reincarnated Emperor, Leia gave birth to Anakin Solo.

Leia became President of the New Republic, a role which has let her fulfill her destiny. She's faced some serious challenges, ranging from naive anti-military officials devoted to disarming the New Republic to terrorists blowing up the New Republic Senate Chamber and framing her husband. Her kids have faced danger any number of times—but threatening the children of a Jedi's daughter is not a smart thing to do, as several of her foes have discovered.

Leia's proven the Organa name proud as she's a great leader that helped the New Republic stretch across the stars, uniting millions of worlds and finally bringing peace to the galaxy—at least for another week.



**PRESIDENT PRINCESS** Leia's gone on to become the elected leader of the New Republic.

## star wars TIMELINE



**What does Star Wars' future look like? Here's a timeline of major post-"Jedi" events. The times are in years after the fall of the Empire on Endor.**

- 0 Rebels defeat Ssi-ruuk aliens at Bakura.
- 3 Rogue Squadron captures Coruscant. Ysanne Isard thought killed in the Bacta War.
- 4 Imperial Warlord Zsinj killed at Dathomir. Leia and Han Solo marry.
- 5 Imperial Grand Admiral Thrawn takes over half the galaxy, but killed by his own Noghri bodyguards. Jacen and Jaina Solo born.
- 6 Reincarnated Emperor Palpatine nearly overthrows the New Republic, but is killed in battle with Luke and Leia. Anakin Solo born.
- 7 Luke Skywalker founds his Jedi Academy on Yavin Four.
- 8 New Republic defeats Imperial Admiral Daala, Durga the Hutt and other forces.
- 12 New Republic moves to "peace time footing" and disarms. The Yevetha, a dangerous alien race, attack but are defeated.
- 13 Terrorists bomb the New Republic Senate Chamber.
- 14 Han Solo stops cousin Thracken Sal-Solo from taking over Corellian system.
- 19 New Republic and remnant Imperial forces sign final peace treaty. Luke and Mara Jade marry.
- 20+ Jacen & Jaina Solo attend the Jedi Academy.

■ Bill Smith



## TOP 10 TABOO "STAR WARS" CARDS

Decipher is well-known for being thorough in releasing cards from every aspect of the "Star Wars" Trilogy, but licensing restrictions and plain good taste prevent them from really pushing the envelope. Happily, none of that stuff is stopping us:

10. Wookiee Lice
9. Ambiguously Gendered Protocol Droid
8. Lando's 14th Bottle of Colt 45
7. Hot Wampa Luv
6. Luke's Doubly Impure Thoughts
5. Grand Moff Tarkin's Inflatable "Companion"
4. Dead, Dead, Dead Ewok
3. Greedo Shoots First (hey, wait a sec...)
2. Pants-less Vader
1. Sex with Jabba ■ IQ Gamer staff

## MARA JADE

**M**ara Jade's a woman of many careers—agent of the Emperor, smuggler's aide and leader of a merchant empire. She started off as the "Emperor's Hand," an elite operative answering directly to the Emperor. Raised from childhood by the Emperor and trained in the ways of the Force, she would have been as feared as Vader—if she had allowed tales of her deeds to spread. Most witnesses ended up dead before they could carry the word of her achievement.

Palpatine sent her to the remote desert world of Tatooine on a simple mission: Infiltrate the palace of Jabba the Hutt and kill Luke Skywalker. She failed, and the Emperor died because of it.

Jade joined smuggling kingpin Talon Karrde and rose through his organization's ranks to become his chief lieutenant. Though seemingly poised and stable, dark dreams haunted her, the Emperor's spirit seemingly urging her to kill Skywalker.

So, when Luke wandered into her life, Mara was ready to kill him. She wanted to kill him, dreamed about killing him...and just couldn't do it. Finally recognizing that the Emperor was the bad guy all along, Mara and Luke became allies just in time to be captured by Thrawn. Mara tried to take Thrawn down by seizing control of his Star Destroyer and killing him by using the Force to crush his windpipe, but failed. Thrawn imprisoned her, but Luke later saved her.

After saving Luke from the mad clone C'baoth, Mara became an envoy at large for the newly-formed Smugglers' Alliance, giving her a good excuse to travel the galaxy and spy on anyone who needed to be watched. Mara also advanced her Jedi training under Luke.

Mara slowly rose to become a Master Trader, running her own company while training to someday take over Karrde's operations. Now, over a decade after she first allied with Luke, the galaxy is at peace and she and Luke can resolve their last bit of unfinished business: Marriage.



**MRS. SKYWALKER** Luke's wife, Mara Jade, was once the Emperor's deadliest assassin.

## C-3PO and R2-D2

**A**rtoo has stuck close to Luke, and has participated in many of his adventures. He saw first-hand the defeat of the Ssi-ruuk, Warlord Zsinj and Thrawn and the founding of the Jedi Academy.

Of course, Artoo's been more than furniture. For example, when Thrawn booby trapped the New Republic's core computers, Artoo sliced into the systems and got around Thrawn's trap programs. That turned a probable disaster for the New Republic into a nasty surprise for the Imperials.

When Luke "joined" the reincarnated Emperor, Artoo went right to work. Luke programmed Artoo with the command and control codes for the Empire's World Devastators. While Palpatine gleefully contemplated the destruction of the planet Calamari with these Star

Destroyer-sized war droids, Artoo plugged into the Imperial network and remotely shut them all down.

Then there's See-Threepio, who finds all the conflict too much for his circuits. He's been by Princess Leia's side continually, helping with languages, customs and protocol. After years of getting shot at by Imperial stormtroopers, it was nice to actually do the job he'd been programmed for.

Of course, it's never been that simple, almost always due to Han Solo. Han ordered Threepio to deceive the Noghri by imitating Leia in comlink transmissions to throw them off her trail. Threepio did the job, but he about soiled his golden britches pulling it off.



The most expensive feature to create? The "Book of Exodus" *Magic* feature from issue #39, chock full of sculpted Bottle Gnomes, artifact medallions, a Squee's Toy, handmade scrolls. When you factor in the cost of props and photography, the price tag hit the \$2,000 mark.

ANNIVERSARY FUN FACTS



# WEDGE ANTILLES

**“W**edge, we want you and your pilots to conquer Coruscant.” Fourteen to one-hundred billion odds. No problem. Might as well ask the pilots of Rogue Squadron to blow up the Death Star with only a proton torpedo. Oh wait, Wedge’s already done that. Twice.

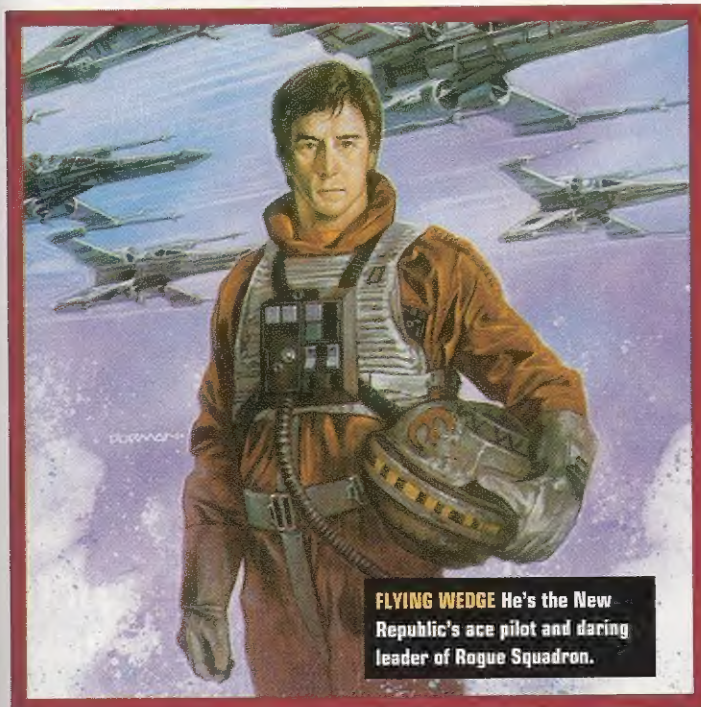
The crack Rebel X-wing group Rogue Squadron got its start on Hoth, and Wedge took command from Luke Skywalker soon after the fall of the Empire. During the New Republic’s first campaign to capture Coruscant, Wedge led Rogue Squadron to the Imperial stronghold to take out the planet’s security grid. Stranded and with no hope of reinforcements, Wedge found a greater ally: the forces of nature. The Rogues seized the planet’s climate control systems and triggered an electrical storm of titanic proportions, blowing out the planetary power grid and disabling the planetary shields. The New Republic took the former capital of the Empire almost without a fight. Not a bad day’s work.

However, the battle wasn’t yet over. Coruscant’s ruler, Ysanne Isaar, fled but left behind a nasty present: the “Krytos virus,” a deadly and highly infectious disease that could be cured only with massive bacta treatments. So what was Isaar’s next job? She became ruler of Thyferra, the galaxy’s major source of bacta.

With the New Republic unable to strike and Isaar allowing millions to die as she withheld the bacta treatments, Wedge and the Rogues took matters into their own hands. They resigned their commissions and secured a private fleet of fighters. In a fortunate “coincidence,” they purchased a squadron of X-wings that had been classified as “surplus” by the New Republic, and soon the “Bacta War” was in full swing. Wedge, the Rogues and a group of private freighters decimated Isaar’s Imperial fleet, capturing her Super Star Destroyer, the *Lusankya*, with Isaar presumed dead in the battle.

Wedge formed Wraith Squadron, a misfit X-wing fighter squadron for covert missions, and helped take out Imperial Warlord Zsinj. Wedge and Rogue Squadron continued for many years to be the New Republic’s premier fighting force, with Wedge eventually becoming a New Republic general. He joined Ackbar and the other New Republic elite in directing the war against the last Imperial remnants and paving the way for a final peace.

*Freelancer Bill Smith is confident that an Episode X would bring back those lovable Ewoks...infected with the Krytos virus.*



**FLYING WEDGE** He's the New Republic's ace pilot and daring leader of Rogue Squadron.

## shades of the EMPIRE



**S**o will *Star Wars CCG* players ever be able to unleash Black Sun's top operatives against Darth Vader? How about sending some Noghri Death Commandos down to Endor to really teach the Ewoks a thing or two?

Don't get too excited just yet. Decipher is busy finishing up the expansions based on "Return of the Jedi," but there might be an expansion that goes beyond the movies. Jonathan Quisenberry, Decipher's CCG media relations specialist—and Red Leader when the killer decks come out—says, "We are looking into releasing the first of these products sometime later this year. It will probably follow the 'Shadows of the Empire' storyline and will probably not come as a full expansion."

So what's the deal? Will this set have photos, actors in costumes, computer-generated images, photo-realistic art? All undecided. Quisenberry says the set is likely to be "dedicated to those characters and events that are key to the story," but beyond that, there aren't any details for public release just yet.

Any talk of expansions beyond *Shadows*, for example based on the Timothy Zahn novels or X-wing comics, are well down the road—if they happen at all. Still, there would definitely be some excitement! Kyle Puttkammer of *Galactic Quest* in Burford, Ga., says, "Anything that Decipher puts out I get behind 100 percent...*Star Wars* is our number one selling game. I guarantee when the new 'Star Wars' movie comes out, everyone would be ready to play a movie expansion." ■ *Bill Smith*